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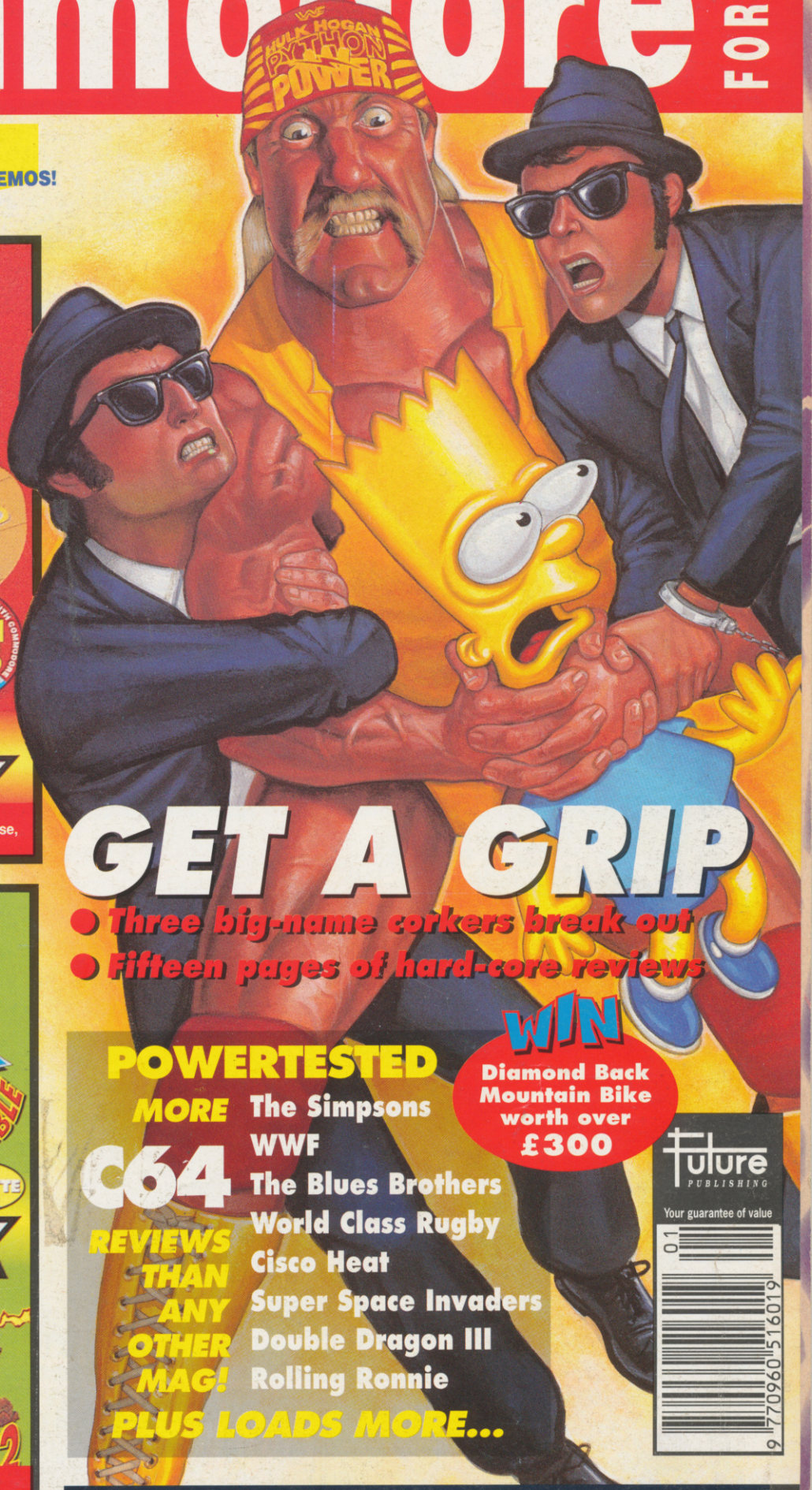

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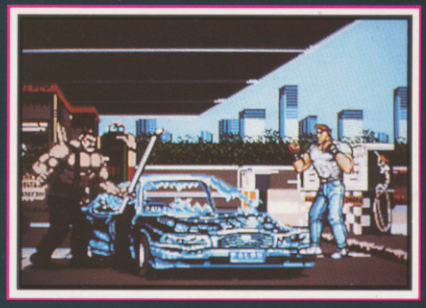

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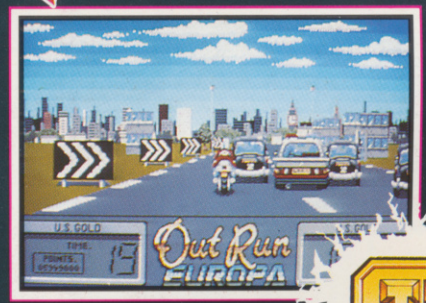

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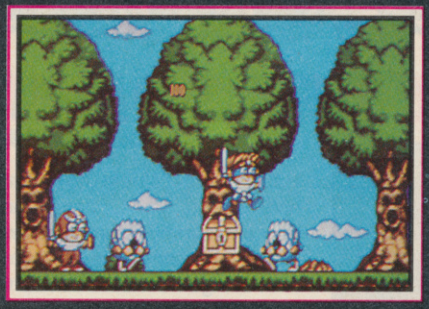

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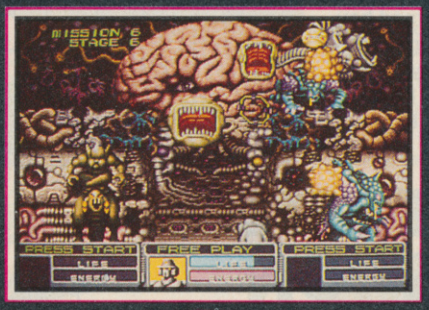

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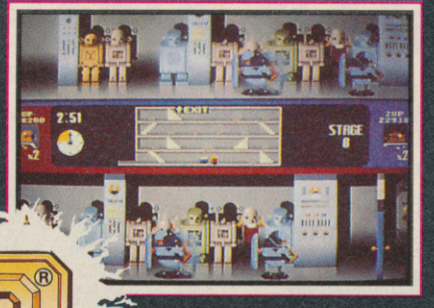

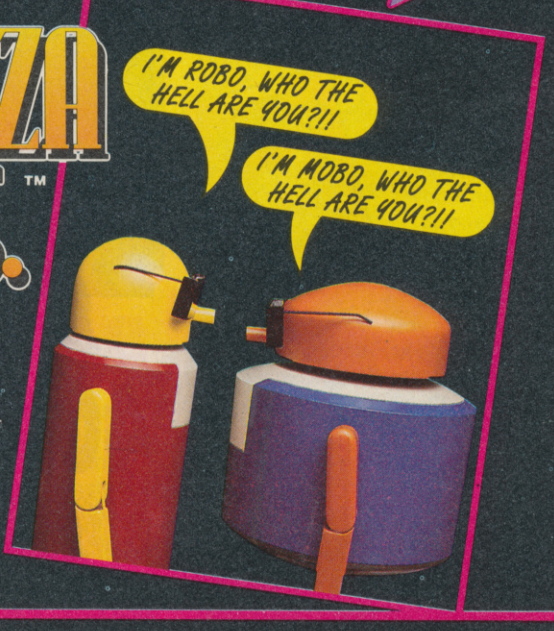

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POWER 16 PACK

HEAD THE BALL

21st CENTURY

This deviously tricky sideways scrolling full game will send you bonkers. Destroy or avoid the troublesome monsters, and pick up some goodies on the way. Be warned. This is a platform game that requires precision joystick control. (You have been warned, now get in there!)

CREATURES II

THALAMUS

Simple addictive fun from our chums the Apex boys. Guide Clyde through bouncy winterish mayhem, saving your fuzzy buddies as you go. It's a Corker in the making, and no mistake.

FIRST SAMURAI

IMAGEWORKS

Warrior of the past is whisked into a future crammed with magic, baddies, and action. You'll be playing this demo for yonks so get stuck in!

MISSION IMPOSSABUBBLE

21st CENTURY

Weird arcade action in the classic mould. Guide a bubble through a maze of odd thingies. Er, it's a bit strange...

Special

GRAPHIC ADVENTURE CREATOR

68 Four pages of instructions and tips to complement this month's cover offer start on page 68. Go ahead – design your own adventure. It's easier than you might think (and we'll help you along). There's ample instructions and tons of helpful hints from original publisher Ian Andrew. It's all down to you...

Plus

BUNDLE ALERT

54 Compilations eh? There are tons of the blighters, but are they any good? We lift the lid on all the latest releases, and decide which ones are worth forking out for. Everything from multi-genre bundles to those special packages are reviewed by our man with the pennies, Neil West.

All the new games for 1992 are here...

POWER

80 DOUBLE DRAGON III

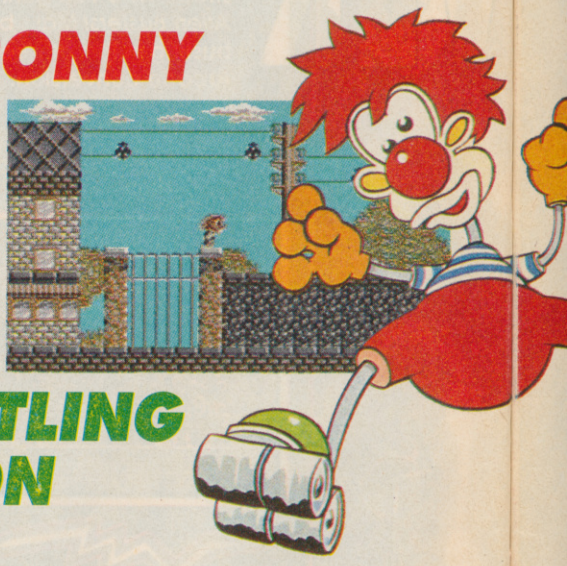
STORM

Haiiaahhh!!! It's beat-'em-up-martial-arts-take-no-prisoners time again! Prepare yourself as Billy and Jimmy return for more hard-core violence, beat-'em-up style. The stuff you get up to in this game makes Jackie Chan's exploits look as deadly as flower arranging.

But this is the first time Storm have programmed a DD game. Is it a crowning achievement or a cringing catastrophe? We put the deadly duo to the ultimate test there is on page 80. Kung Fu? Ha! We PowerTest.

88 ROLLING RONNY

VIRGIN

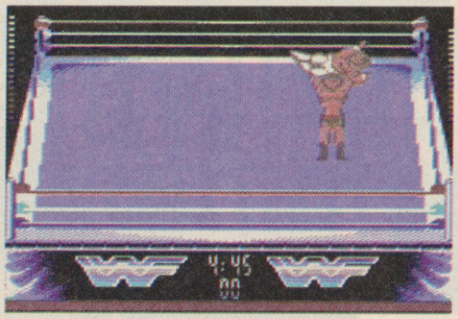


So it's easy to be a secret agent, is it? There's nothing wrong with a skateboarding spy, even one who skates along telephone lines and has a second job as an errand boy.

Is this barmy plot a good starting point for a platform game? Or does it set your alarm bells ringing? Tread carefully in the direction of our PowerTest on page 88. Things are set to get even stranger.

32 WORLD WRESTLING FEDERATION

OCEAN

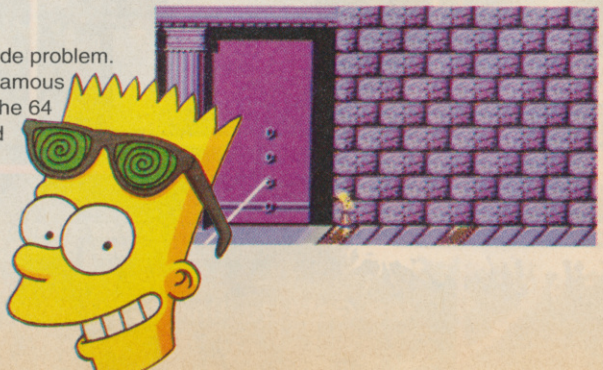


WWF superstar Hulk Hogan and chums bend over backwards to beat the hell out of one another. It's wrestling gone blimmin' mad and what's more, it's on the C64.

But have Ocean tried in vain to get their licence to work? Or could this be the game that puts a half-nelson on any other? We've spent 10 rounds in the ring with it and it's knocked us out for the duration. Try some outrageous moves and spiffy graphics, check out our *WWF* PowerTest now, on page 32.

40 BART SIMPSON VS THE SPACE MUTANTS

OCEAN



Here comes the kid with *the* attitude problem. He's the world's most splendidly famous under-achiever and now he's hit the 64 (along with aliens, man). So could he be the next number one? Can Bart even count to one? Eat our PowerTest now, man. *Whoooah.*

and they've been...

TESTED!

34 CISCO HEAT
IMAGEWORKS

What a coin-op this was, eh? When a game with fantastic graphics, stunning speed and superb sound turns up on the 64, we're always there to see what happens.

After all, who can turn down the chance to drive a high-speed police car?

So, is it 'Hurrah!' all round to the roar of engines? Or does it break down the moment you get it home? We look under the bonnet in search of a Corker on page 34.

36 THE BLUES BROTHERS
PALACE

Everybody loves a platform romp, especially when the stars are Jake and Elwood, belatedly making their debut on the C64, 12 years after the cult film first appeared. Is Palace's effort destined to achieve the same status? Or is it too little, too late for this mad match?

Join us as we join them for a Corking, magical musical time, spiced up with more than a splash of colourful characters and console action. There's a happenin' PowerTest on page 36.

44 SUPER SPACE INVADERS
DOMARK

These guys just won't give up, will they? The suckers keep coming back for more (have a look right; they've just given you a wave). Arm yourself for another massive invasion of fiends from outer space. Domark's been busy and seen to it that there are plenty of 'em, and they're all as dumb as rocks.

But is this an out-dated nostalgia trip, back to 1978 and the days when any graphics were great? Or have our space invading foe finally come of age? We PowerTest waves and waves of the blighters on page 44.

79 WORLD CLASS RUGBY
AUDIOGENIC

Just a couple of months late for last year's World Cup action, Audiogenic try their hand at the latest sports fashion. All the funny rules and ridiculously shaped goalposts you expect in Rugby are there. You can choose to play nearly every team in the book as well. But will you want to? Have the big A out-done Domark or have they delivered a dodo? You've already seen last month's cover-tape demo. Now spend 80 minutes with our page 79 PowerTest and see if you're converted.

GAMES

32 WORLD WRESTLING FEDERATION
OCEAN

34 CISCO HEAT
IMAGEWORKS

36 THE BLUES BROTHERS
PALACE

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GENIAS

44 SUPER SPACE INVADERS
DOMARK

79 WORLD CLASS RUGBY
AUDIOGENIC

80 DOUBLE DRAGON 3
STORM

88 ROLLING RONNY
VIRGIN

CF SPECIAL

54 BUNDLES OF FUN
Mull over more new compilations than you could throw a C64 at.

60 ALL-TIME TOP TEN
Check out our bottom line in essential games. Ten true classics you need for your collection.

68 BEGINNERS' GUIDE TO GRAPHIC ADVENTURING
Start here for detailed *Graphic Adventure Creator* instruction.

70 TEN TIPS FOR TOP ADVENTURES
Incentive's Ian Andrew has some sound advice for apprentice adventure authors.

84 THE CLYDE GUIDE
The Rowland brothers continue trying to convince you that they've been working hard on their new game.

REGULARS

6 POWERPACK PAGES
Check out the contents of this month's cool two tapes.

10 EARLY WARNING
Brides of Dracula, *The Shoe People* and *Indy Heat* show up. Plus the charts!

14 CF SCANNER
Catch the first glimpses of the latest games to leave a blip on our radar.

17 TAKE CONTROL
Everything you need to know about our PowerTests (and reviewers).

19 GAMEBUSTERS
Last Ninja III draws to a close, *Batman The Movie* is mapped and much more.

63 THE MIGHTY BRAIN
Your letter answerer gets grumpy.

72 INSIDE INFO
Serious C64 stuff for all you circuit board explorer types.

90 NEXT MONTH
Prepare for the public domain!

ALL these games and demos are loaded using the normal 'H

QUICK START

FULL GAMES

MISSION IMPOSSABUBBLE

It's a fiddly joystick twiddler wherein you must guide your bubble through an infuriating maze racked with goodies, and a matey bubble that needs to be saved.

HEAD THE BALL

Stick your 'stick into port two (or even one) and bounce a weird body-less head through all manner of nasties. It's addictive all right, but are you up to the job?

DEMOS

FIRST SAMURAI

Possibly the most eagerly awaited martial arts game in years. Fantastic graphics is mixed with great gameplay. Kick off by plugging your stick into port two. We reckon this is easily the best demo *CF* has ever featured. Have fun.

CREATURES II

You've followed The Clyde Guide, now play the demo. It's childishly simple in a Christmasy kind of way, but just wait til you start playing. Unstoppably fab...

NO LOAD ZONE! NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

1) Switch off the machine, and start all over before you try loading again.

2) Check that your machine is not faulty, by loading a piece of software you know works properly.

3) If all attempts fail, put the tape in a strong jiffy bag, with a Stamped Addressed Envelope, and send it to:

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Ablex will swiftly send you a replacement cassette. Please DO NOT send the tape to *Commodore Format* in Bath, as this will slow down the replacement process to such a degree that it could take months for you to receive a replacement.

NO LOAD ZONE! NO LOAD ZONE!

POWER PACK

We've been banging on about* First Samurai *for months. Now it's your turn to have a go. We reckon you'll be impressed by its colour and playability. And then there's* Creatures II *which is more fun than a lorry load of blimmin' kangaroos. Add to that the two full games and GAC, and you've got some real corkers...

21ST CENTURY ENTERTAINMENT

Joystick in port 2

This nail-bitingly addictive arcade game is destined to eat your processor. The idea is simple, the game is not. Take one bubble and guide it around a maze, avoiding other bubbles and wandering rainstorms as you go. You have to collect eight pieces of a map. These are lying all over the place, so there's no problem about finding them. However, you can only pick up the pieces in the right order and there's no way of telling what the right order is. To make matters even more complicated, there's a little bubble at the other end of the maze, which you have to rescue. And yep, you guessed it, you can only rescue your bubbly buddy once you've collected all eight parts of the map. Then you have to get back to the beginning, at which point you're teleported to the next level.

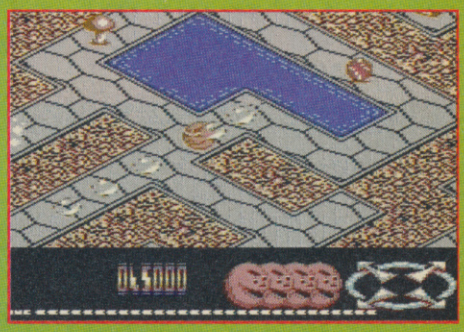
FULL GAME

On your travels you're going to be hassled by those other bubbles and rainclouds but you can destroy them (increasing your score in the process) by squitting bubbles at them (ie hitting the fire button). But beware! If the nasty is too far away (or even too close!) you'll miss, and the last thing you want to do is get stomped on by a bubbleicious baddie.

Oh, yes, life becomes even more complicated when you realise that it involves stepping into teleporters after every other turn. Teleporters are all over the place and they're the only way some parts of the map are connected to the rest of the level. Miss these and you'll be bimbling about like a fool for yonks. Eat the mushrooms for energy, keep your eyes peeled and your finger over the fire button. Last person to

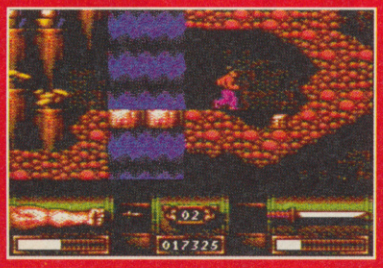
MISSION IMPOSSABUBBLE

Teleporters can be short-cuts or essential routes. Keep your eyes open at all times or you'll miss the magical moment.

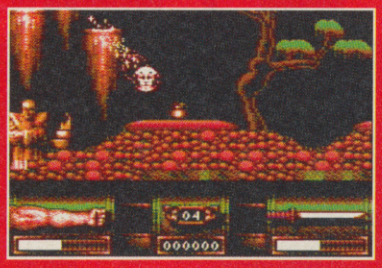


Keep to the paths, keep away from the freaks and kill everything that looks suspicious or you'll be a squidged bubble.

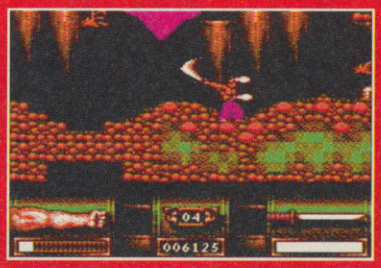
FIRST SAMURAI



It's good old hack 'n' slash stuff at first but look for anything you might be able to pick up. Weapons abound.



Mystical energy is important and you can gather more by killing oppnents. You'll see the transfer.



As with all good martial arts games, some baddies are tougher than others. Understand who is bad...

IMAGEWORKS

Joystick in port 2

We previewed this in *CF14* and we said then that it looked frighteningly good. It's now much nearer to completion and we can bring you this exclusive display of Vivid Image and Imageworks' handiwork in what could be our biggest ever playable demo (yes, they keep getting bigger!) – the whole of Level One. So load it up and get playing!

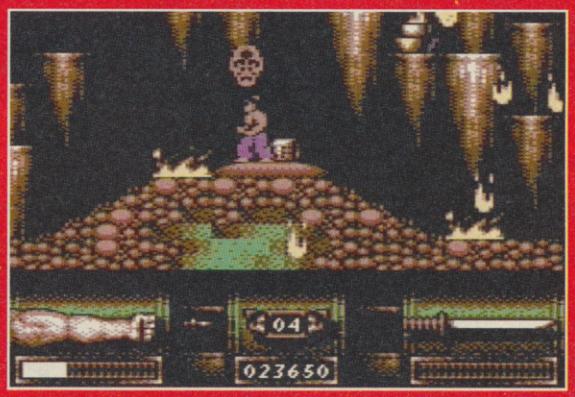
Right, you've got this samurai dude, so far so good. Try out a few moves. You can kick, punch, crouch, jump and walk. On the left side of the panel at the bottom of the screen a white bar shows how much physical energy you've got. When this runs out you lose a life. The white bar on the right displays your mystical energy level. This starts off at nil but every time you kill a creature, its mystical energy is released and transferred to you (you can see this happening). When your mystical energy increases to a sufficiently high level you receive a magical sword. Your old punch and kick manoeuvres are replaced by various sword slashes. Your mystical energy suffers when you get hit and you can lose the sword. But don't worry, just kill some more creatures and you'll get it back.

DEMO

Now then, you probably want to know what to do, so listen up. To finish the demo you have to get past an active volcano. The only way to get past it is to extinguish the flaming thing. To do that, you'll need to collect a number of special devices. These are hidden in chests throughout the level. You have to smash a chest open in order to see (and get) what's inside it. Sometimes a chest contains extra weapons such as axes or knives. Once in possession of such weapons, you can activate them by holding down the fire button and moving the joystick left or right. Your samurai will then hurl a number of them in the indicated direction. Other chests contain food. Tuck in because this is the only means you have of replenishing your physical energy level. But there are even more chests and these contain magical items. You can't pick up a magical item unless your mystical energy level is fairly high but that's all we're telling you. The rest is up to you.

Okay then, we'll give you a few tips. The lamp reveals objects in hidden locations. The face that appears occasionally is a friendly wizard. Where he shows up, you ought to be using an object. If you're not you're obviously doing somrthing dumb. Walls are not always what they seem. Juju trees are indiginous to Japan as are pocket calculators. Sayonara.

To complete the level you must extinguish a fiery volcano. This can only be achieved by picking up the right objects in the correct order. It ain't easy.



Walls may look pretty much concrete, but the fact of the matter is that certain barriers won't withstand a few knocks. Check around for the best route.

So, you reckon you might make a pretty useful adventure creator boffin type person eh? Well, think again. Even with this top-selling program it's no breeze. We haven't enough space here for full instructions, but if you turn to page 68 you'll find four pages packed with hints, tips and essential advice. We've even drafted in the game's original publisher to offer some pearls of wisdom. And there's a competition to find the best adventure written by a *CF* reader. It could even be published on a future Powerpack. If you want more info check out our special instructions offer in the same pages. You don't have to get hold of the full instructions, but budding professionals will definitely be interested.

One word of advice. This program essentially makes a difficult task much easier, but that's not to say you'll have created the next *Zork* over a rainy weekend. The idea is to be creative, learn a bit about game production, but mostly to have some fun. We've certainly had a wheeze with this program in the *CF* office, and we reckon you will too. Get stuck in.

When the Apex boys (*Creatures* authors and Clyde Guide weirdos) said their demo would be one screen, we were horrified...

...but even though it's totally simple, it's also outrageous fun. Bounce the fuzzy on the trampoline from one ledge to another...

Watch the slippery snow, you're sure to fall over if you wibble about too much. And don't forget that there are always more fuzzies.

CREATURES 2

THALAMUS

Joystick in port 2

Please put your hands together for the fuzzies! Putting in a special appearance on our covertape (and bringing to it something of a Christmassy feel) is the fantastic game that appears as an interlude in the forthcoming Thalamus release, *Creatures 2*. This totally addictive single screener gives you control of two trampoline carrying fuzzies.

They have to catch fuzzy buddies who are thrown from the ledge above by the mean green creature perched there. Then they have to bounce the fuzzy to the safety of the ledge on the other side. And when their catapulted pal's safely landed they have to return to the first ledge and catch another one.

The more creatures you rescue, the higher your score but you face a few problems. As you can see, it's snowing. That makes the ground slippery, so if you run too fast in one direction, you can't stop. To tilt the trampoline, you press the fire button and move the stick left or right. But if you don't get the timing right, you'll simply spin your falling fuzzy. Take too much time and you'll miss one of your mates. (You can bounce more than one fuzzy at the same time.)

All the silly humour of the original *Creatures* is back (along with loads of blood). It's a lot of laughs and no mistake...

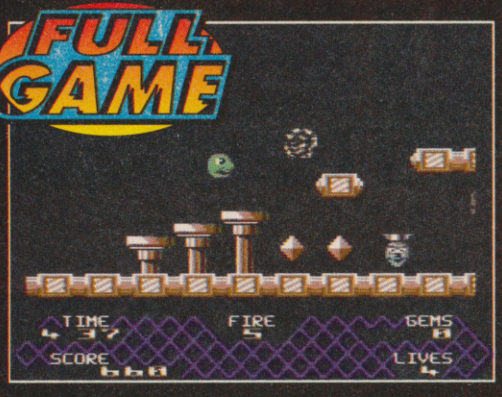
HEAD THE BALL

21ST CENTURY ENTERTAINMENT

Joystick in port 2

This game's going to have you gnawing through the joystick cable with your little sister's teeth. You control a head, and a professional gem-collecting one at that. The gems you're after are dispersed unevenly across an increasingly hazardous landscape of platforms and bonkers pillars.

Three varieties of horrible little monsters occupy strategically troublesome vantage points along your route. Some of them patrol left to right, others float up and down the way your mother does when you strap her to a sufficiently large helium balloon. Come into contact with any of these freaks or fall off a platform and you lose a life. While you're contemplating this (and noticing the timer count precious seconds away), pull down on the joystick while keeping the fire button pressed. Doing this repeatedly cycles through your inventory of weapons (of which there aren't all that many). Your choice of weapon is indicated in the centre of the panel right at the bottom of the screen display.



Get your head past the monsters by stealth or by violence but bear in mind that you've only so many weapons to use. After they're gone, so are you. Take it nice and easy.

There are three weapons.

Fire – This is the default weapon. You have ten shots which are launched in an arc towards a fairly close target. (Note: this means that if the target is too close, you'll miss). You begin the game with a measly 10 shots.

Shield – You only have one shield. When you use it a counter races down from 60 to 0. While your shield is working you are invincible and kill any monster you bump into. You turn grey for as long as the shield lasts.

Bomb – You start the game with two smart bombs. Detonate a smart bomb to destroy everything on the screen.

You can jump great heights by pushing up on the joystick. Jumping is a pretty good way of getting past monsters because your supply of ammo is severely limited. Ammo is not replenished when you lose a life. We'll leave you to discover the rest. Anyone who completes this while the kettle is boiling is a liar or a tea-bag.

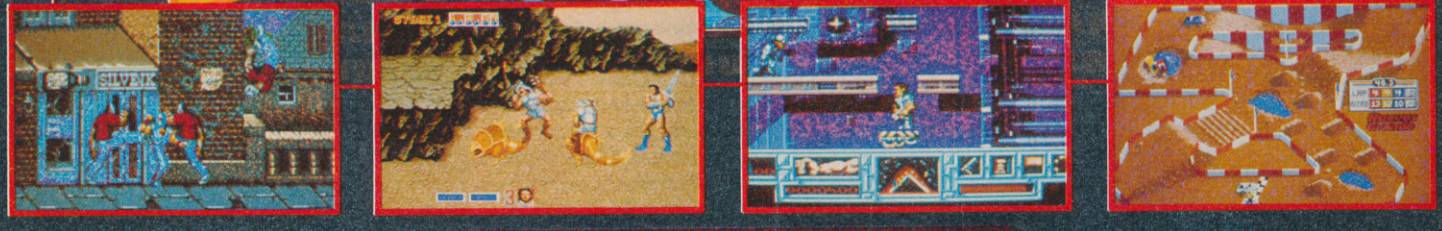
2-HOT 2-HANDLE

THE SPECIAL PACK OF ACTION GAMES THAT WILL CAUSE A

Riot!

2-HOT 2 Handle

ocean



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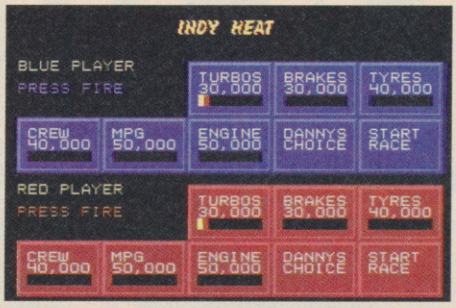


Players can soup up their 'motors' as they earn more abundant cash prizes.

INDY HEAT

Do you remember Ivan 'Iron Man' Stewart's *Super Off-Road Racer* (detailed *CF2*)? Just in case you don't, it was a off-road truck racing game converted from the excellent Leland coin-op. Now Leland have come up with *Indy Heat* – a sequel that's even better – and the C64 version looks hot.

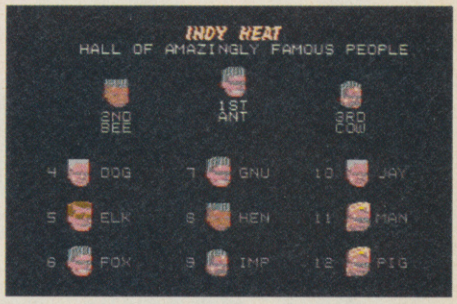
Unlike *Off-Road Racer* (which was converted by Graftgold), *Indy Heat* is being programmed by Storm, who are currently on a roll of great games with *Swiv, Rodland* and *Double Dragon III*.

In *Indy Heat* you race Indianapolis 500-style around a series of 16 different tracks. The yellow car is always driven by Indy Champ Danny Sullivan, but you and two other mates (yes, it's a simultaneous three-player game!) get the chance to challenge for the title by accruing points over the 16 circuits. Winning races brings big prize money which you can spend on upgrading your wheels of steel. There are bigger and better engines, new brakes and tyres, a faster pit crew and powerful turbos that give your car a kick of speed every time you punch the fire button. There's also the added technicality of pit stops to refuel and repair your turbo-charger. If you hit the walls, screetch the brakes or waste the tyres around tight corners then you have to pit stop more often, which is, of course, a real pain in the dfriving seat. To make pit stops even more perilous, the other competitors can knock your car off its jacks, slowing tyre changes down even further. Winning this game is like, really tough, even for driving nuts.

The completed game should be out at the end of February, and we're hoping to get hold of a playable version the next PowerPack.

Your rivals are in the pits as you scream ahead – but can you stay in the lead for the last half of the race?

Game	*Indy Heat*
Publisher	Storm
Release	Late January
Contact	071 585 3308

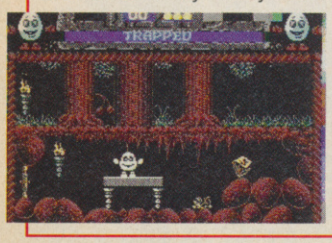


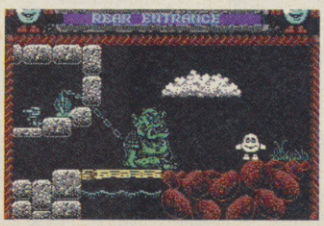
Choose your own face for the race ahead, and you'll be programmed into the game.

DIZZY'S EXCELLENT ADVENTURES

Anyone who hasn't heard of Dizzy and the Codemasters must have spent the last couple of years with their head in a bucket. Dizzy is one of the most famous great 8-bit characters, along with other ancient stars such as Monty Mole and Jet Set Willy. Dizzy's adventures usually take the form of flip-screen graphic adventures with cranky characters, surreal scenes and a plethora of puzzles. This pack includes *Spellbound Dizzy* and *Dizzy: Prince of the Yolk Folk*: two new adventures in the classic Dizzy style. On the arcade side there's *Dizzy Down the Rapids* (a *Toobin'*-style whizz down the river) and two previously released arcade games, the great *Kwik Snax* and *Panic Dizzy*.

Unfortunately, most compilations have a dud game and the Codemasters aren't the kind of people to do anything terribly different. *Panic Dizzy* is the dud that makes ordinary dud games look positively brilliant in comparison. When Roger Frames reviewed it in *CF13* he gave it 13% – making it the second worse game we've ever seen (in case you're wondering, only *Dick Tracy* got 11%).





Weird puzzles and dodgy (almost Spectrumish) graphics. Why is this so popular?

Dizzy goes fantastic in a five-game pack.

THE SHOE PEOPLE

Great games gurus, Gremlin Graphics are about to launch a new early learning software label called First Class. The first release on this new label is First Class with *The Shoe People* and stars the cartoon characters of the very same name.

Through six sub-games, *The Shoe People* is designed to introduce younger (4-6 year olds) to 'simple concepts and skills' by having a it of a laugh. After a bit of help from a parent, or older brother or sister, the child can play unaided and the difficultly level increases as their own skill grows.

The six sub games are *Trampy Visits His Friends* (matching shapes, colours, objects, letters, etc.); *Charlie's Big Day* (prediction of event and sequences); *Sgt. Major Sorts it Out* (classification of shapes, colour, size and patterns); *The Great Alphabet Robbery* (recognition of letters and words); *Wellington Goes to the Park* (number recognition and simple addition) and *Margot's Magic* colouring book (creative fun with lines, shapes and colours).

When a wrong answer is given, the child is given another chance, sometimes with another clue, but when a correct answer is given there's a range of animation and sound effects that reward the right answer.

Bright colour timer for the youngsters (Amiga shot) with *The Shoe People*.

First Class with The Shoe People is released any time now at £10.99 on cassette and £15.99 on disk. The only real problem is that you'll have to let your younger brothers and sisters use up your prime game-playing time on the C64 (hmmm).

Game	*The Shoe People*
Publisher	Gremlin
Release	February
Contact	0742 753423

But we shouldn't speak ill of the dead – forget *Panic Dizzy* – there are two new great new Dizzy adventures and two Dizzy arcade games (one old fab one and a new one we haven't seen).

The only problem with the Dizzy series is the fact that they all look as if they've been ported directly from the old (eek) Sinclair Spectrum – *Prince of the Yolk Folk* is almost identical, even down to the smaller screen area and let's face it, even the new ones look old. But they're quite fast, fun to play and younger adventurers in particular will love them. So, Dizzy fans will want to add this to their collection. And for anyone who's never tried these games (there must be someone), *Dizzy's Excellent Adventures* looks like a great value-for-money way of seeing if this egg-head Eggstravaganza is all that it's cracked up to be. (*Snip–Ed*).

Dizzy's fab, and we're not lion.

Cheap and cheerful Dizzy in a classic (ahem) pose.

Game	*Dizzy's Excellent Adventure*
Publisher	Codemasters
Release	Out now
Contact	0926 814132

The CHARTS

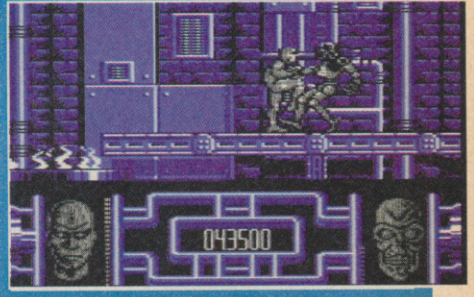
The definitive guide to the best-selling C64 games!

FULL PRICE CHARTS

1 *Terminator 2*
Ocean
2 *Rugby – The World Cup*
Domark
3 *Speedball 2*
Mirrorsoft
4 *Final Fight*
US Gold
5 *S.C.I.*
Ocean
6 *Big Box*
Beau Jolly
7 *Manchester United Europe*
Krisalis
8 *Turbocharge*
System 3
9 *World Class Rugby*
Audiogenic
10 *Fun School 3*
Europress Software

BUDGET CHARTS

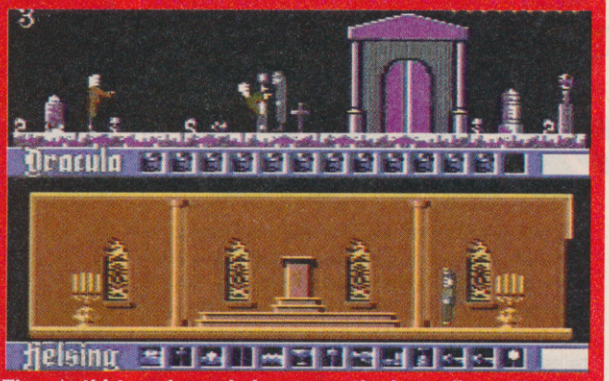
1 *New Zealand Story*
Hit Squad
2 *Altered Beast*
Hit Squad
3 *Turrican*
Kixx
4 *CJ in the USA*
Code Masters
5 *Multimixx 1 Golf*
Kixx
6 *Bubble Bobble*
Hit Squad
7 *Power Drift*
Hit Squad
8 *American 3D Pool*
Zeppelin
9 *Batman – The Movie*
Hit Squad
10 *Turbo Outrun*



T2 stays at the top for another month. Will it stay there 'till summer?

BRIDES OF DRACULA

Count Dracula is not the kind of immortal blood-sucking vampire who does things by half. So when he decides to get married, he reckons that only 13 of the fairest lasses in the land will do. Amazingly, the locals take offence at the Count's plan to turn the village's hottest prospects into the undead and they call in Van Helsing, the corner-shop vampire hunter and Dracula's arch-enemy.



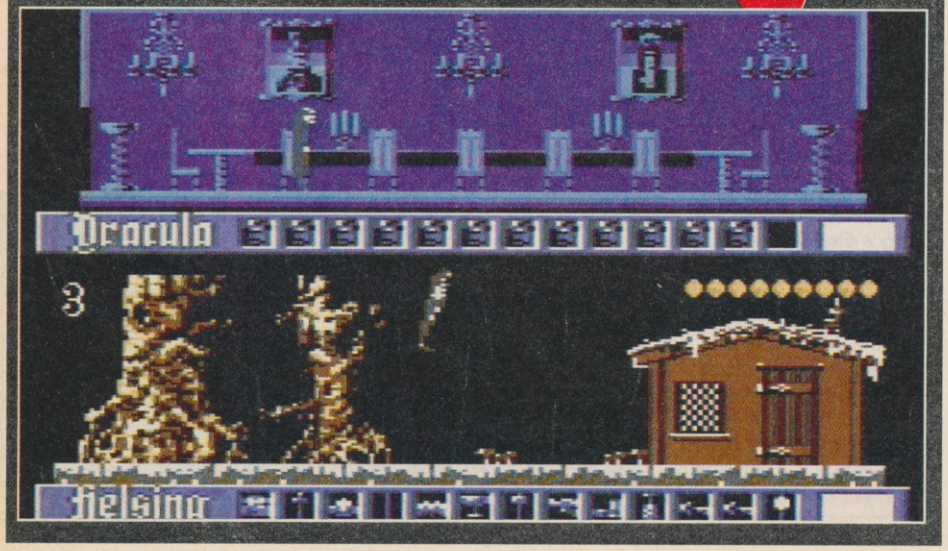
There's thirteen luvverly lasses on the loose (hurrah).

So while Drac chases around wooing the 'chicks' with some serious necking, Van Helsing has to sprint around the area looking for the thirteen holy weapons that will allow him to defeat the Count in the ultimate battle to come. The area between the village and castle is enormous – a long smooth-scrolling corridor with houses, rooms and secret passages scattered along its length. The brides, the anti-vampire weaponry and lots of other bits and pieces are hidden in these rooms. But beware, nothing is as it seems as each room is a series of tricks, traps and puzzles that need to be mastered before each character can claim his goodly prize.

Either two-players can fight against each other in this battle of good and evil, or a single-player can choose which of the two characters he / she wishes to play: Dracula or Van Helsing. Each player has their own half of the screen as they scroll around, but because they are operating in the same world they keep meeting when they can try and hinder the other's progress. Watch out for a full review in next's full moon's issue of CF. Spook fans will not be disappointed.

Yikes (above)and blimey (below). Dracula and Van Helsing are out for a bite to eat.

Game	*Brides of Dracula*
Publisher	*Gonzo Games*
Release	*Late December*
Contact	*0480 496497*



SNIPPETS

FREAK! IT'S FUZZBALL

Frantically addictive, marvellously simplistic and bags of fun. That's what Amiga gamers are saying about System 3's latest platform puzzler *Fuzzball*. And the good news is (hurrah etc), it's coming to the 64. *Fuzzball* is a kinda cute cross between *Pacman* and *Donkey Kong*, but there's nothing archaic about the gameplay, it should be here by early Easter.

The Sysies are also releasing cartridge versions of the excellent *Turbocharge* and *Last Ninja III*. They're out any time now, at a not unpleasant price of £19.99.

SHOOT-'EM-UPS HOME MADE STYLE

Gremlin are to release the *Shoot-'Em-Up Construction Kit* on their cheapo GBH budget label. Back in 1988, *SEUCK* was a smash for Palace and it's sure to be a mega-hit at a paltry £3.99. The kit is the easiest way to write your own fast-moving, alien scumbag death-dealing games and even non-programmers can produce good-looking blasts with a little time and care. The program also allows you to create stand-alone games to give to your friends (or to put out as PD). If you've ever bought a budget shoot-'em-up and thought 'I can do better than this pile of poo', now's your chance to prove it.

RAMPARTS REPEALED

Domark's wall-building, castle-smashing coin-op conversion, *Ramparts*, is not, after all, going to be out in time for Easter. Because Domark want to make the C64 version as close to the coin-op as can be, the extra work means you won't be able to man the battlements until around August.

MORE SUPER SEYMOUR

Yet another Codemasters' character gets sequelised as Seymour returns from Hollywood to become *Super Seymour – Green Avenger*. As the world fills with waste it's Seymour to the rescue in a *Captain Planet*-style clean-up and baddie-stamping platform romp. In our hero's battle against the bilge, he can use his super powers of Super Blow (!), Super Spit, Super Snare, Super Sprint and Super Doopa Leap. Super eh? *Super Seymour* itself is out now at the budget price of £3.99.

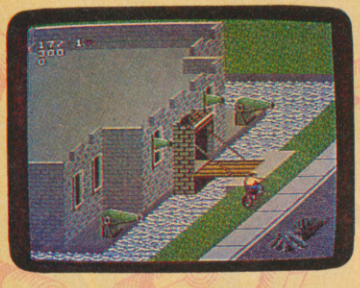
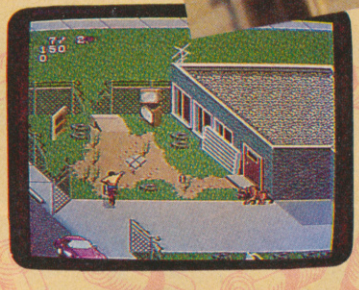
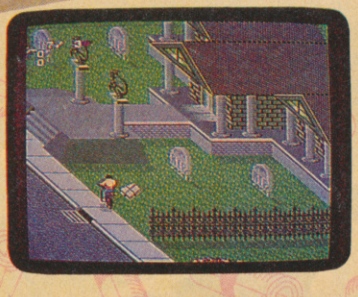
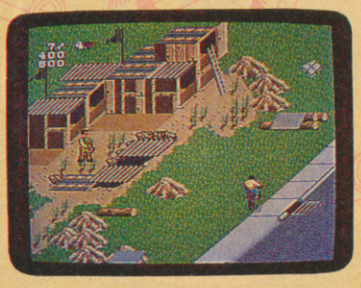
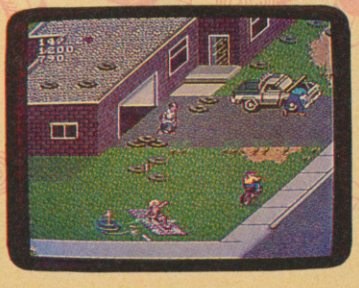
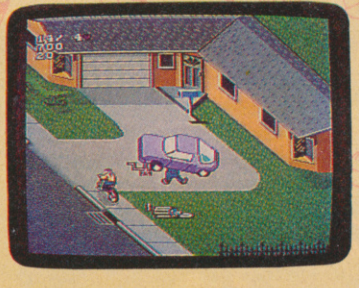
The sequel arrives in February. We reckon this character's here to stay.

It's green Seymour time.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!

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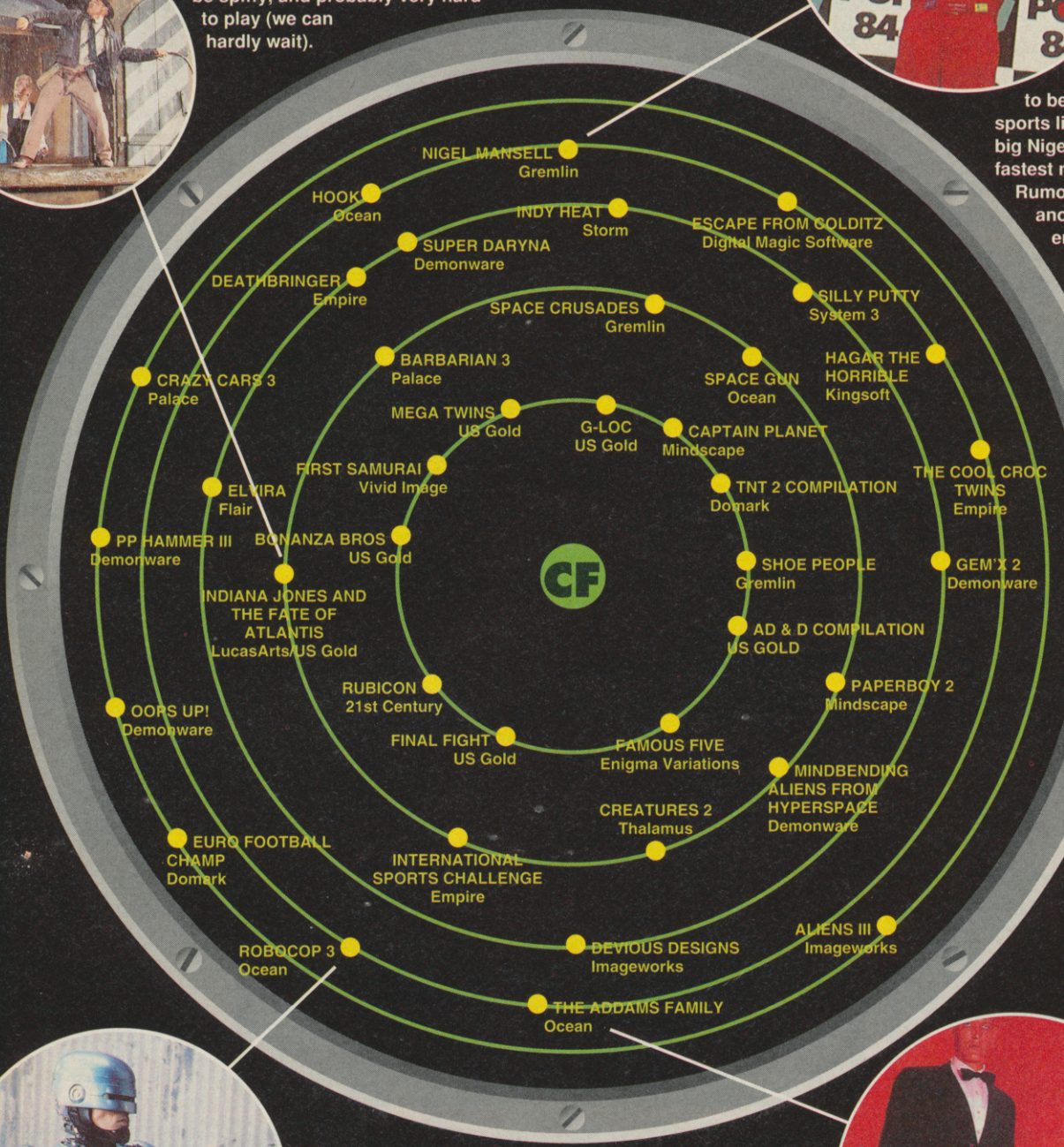
Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are five months away. We'll update them each month, so you can plan your purchases. The beginning of 1992 looks like it's going to be full of licences – new film tie-ins, sports personalities endorsements, even cartoon characters – so use the scanner to do some star-spotting of your own...

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts/US Gold

Not a film release, but it's from (the people who did *Night Shift*) LucasArts, so it's bound to be spiffy, and probably very hard to play (we can hardly wait).

NIGEL MANSELL
Gremlin

Gremlin have secured what has to be the ultimate sports license of the year – big Nigel and Britain's fastest moustache. Rumours that it is another golf game are entirely without foundation...



ROBOCOP 3
Ocean

The future of law enforcement is back – and this time he's not a platform game. Ocean's latest licence is going to be an isometric 3D graphical wonder – like *Castle Master* but much faster.

THE ADDAMS FAMILY
Ocean

♪They're crazy and they're spooky, they're mysterious and kooky♪ – Oh, and by the way, they're coming to a cinema and a C64 near you around Easter. Lock your doors and windows...

5 GAME PACK

DIZZY'S™ EXCELLENT ADVENTURES

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92%CRASH]
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ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

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FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
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SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

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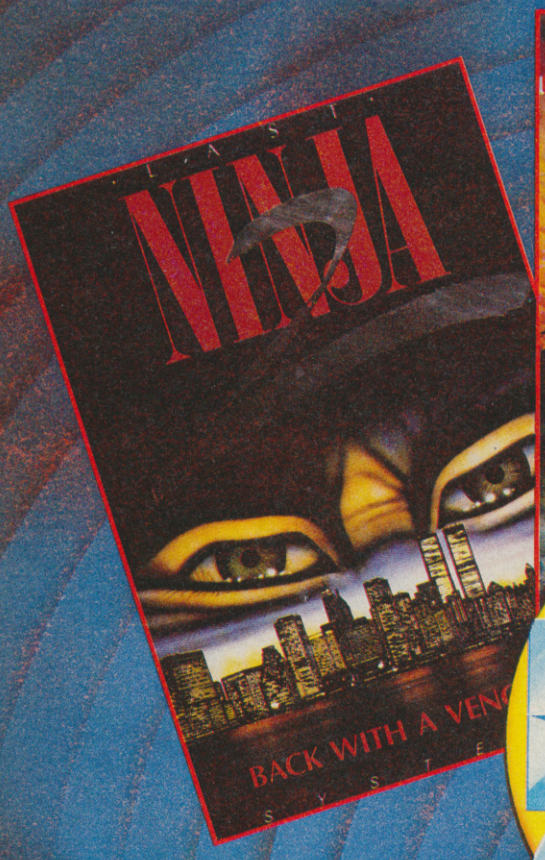
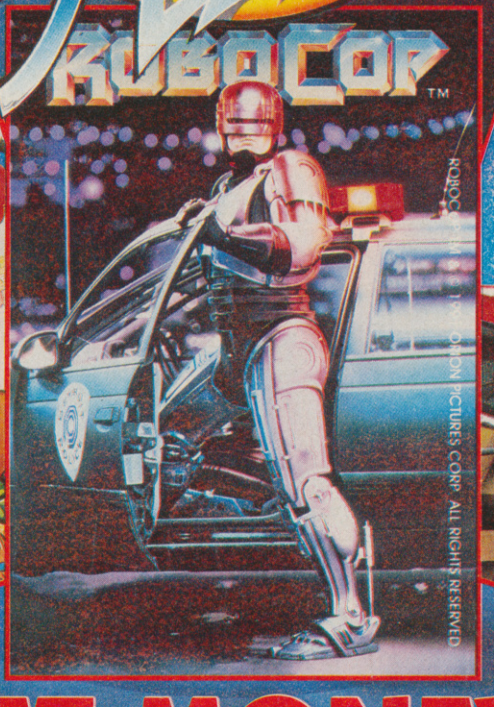


The Hit Squad



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Who actually reviews all these games? What are all those mad little cartoony symbols on the reviews pages? And how do you know if a game really is worth buying? All your questions are answered here, the Powerplay page. Look no further if you want to fathom Commodore Format's radical ratings...

POWERPLAY

Just who are these people who get to spend their whole time going joystick frantic? It's time to meet the incredible *CF* Reviews Posse...

COLIN CAMPBELL

Our Ed spends far too long playing C64 games, longer than any sensible person would. But then, what's sense got to do with being an Ed? Col's favourite games at the mo are *Smash TV* ("because it's got lots of weapons in it") and *The Blues Brothers* ("it's like *Super Mario*, except better").

SEAN MASTERSON

Sean's an all round weird person, which is why his favourite game of all time is Creatures ("I like to lose on the torture screens"). These days he's playing *The Blues Brothers* and *Super Space Invaders* "I've always had a soft spot for mutated cows," he said, which is a bit odd. Isn't it?

PAUL LYONS

When he's not riding his push-bike all over the place (or falling off it, for that matter), Paul likes to get stuck into cutesy platform games and big strategy affairs. "My all-time favourites are *Rik Dangerous* and *Supremacy*, but once I get started, I kind of forget about everything else, like eating, sleeping, knowing what year it is..."

STUART CAMPBELL

When he's not playing games on his 64, Stuart's a star reviewer for our sister mag Amiga Power. But he still reckons 16-bit games are over-rated. "The emphasis is usually on playability with 8-bit games, which is why I'm so often disappointed by what's on the Amiga," says Stuart. That sounds about right to us. Yep, we could learn to like this guy, even if he does work for the wrong mag most of the time.

LINDA BARKER

Mmmm, Linda's always been a bit of a Spectrum person but we sweet-talked her in to checking out a few 64 games and now she's hooked. "My favourites are puzzle games," she says. But you'll sometimes find her having a secret blast with un-girlsome games like *Speedball II*. She's started wearing kevlar body armour as well but apparently that's nothing to do with us...

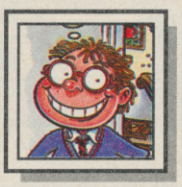
MARK RAMSHAW

Mark was born into gaming. You see, his folks run a computer games shop in Sunderland, and he likes to program every now and again. Trouble is, he never finishes a project "because I get bored and start playing other games". So we persuaded him to apply his talents to some of our trickier reviews and he didn't get bored and *did* get them finished. Mark's been playing *WWF*, *Elvira* and *Battle Command*. All three made him smile (ahh).

NEIL WEST

All round raver and man about town, Neil tries to squeeze some home entertainment into his busy social schedule but often ends up failing. Mind you, the prospect of a night in with *Turbocharge* or *Terminator II* is usually enough to tempt him away from the local nightlife. He's a funny boy, our Neil – but he knows his beat-'em-ups.

ROGER FRAMES



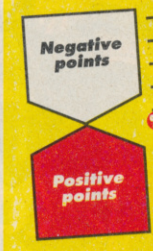
Budget bonkers Roger has invested in a calendar so he can tick off the days when the best full-price games come out on budget. He'll stop at nothing to save his precious lolly.

Lately Rog has been getting a swelled head after being featured on the cover of Codemasters' game *Tilt*. Roger's been having a rough time recently. Check out his latest escapades on page 48. Our fave skinflint of on the brink of going hatstand loopy.

Bits'n'Bobs

Commodore Format's review system is as simple and can be. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as\ much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but none ever has.

If you see a game review featuring this symbol , it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.

GAME ICONS

To make life easier for you we've knocked together a few 'tell–at–a–glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:

FACE – Number of players. The more heads, the more people can play.

KEYBOARD / JOYSTICK – Bit obvious really. It signifies the control mechanisms.

MOUNTAINS – If you can see a mountain, it means there are difficulty levels.

OCTOPUS – Multiload, the game's in bits if the octopus appears (tape users beware).

GOALIE'S SHIRT– This means there's a save option available (groan).

BLOCKS – You can prove to everybody how good you are at a game by using a high-score table.

PAWS – Yes, we're afraid that really is what it means. There's a pause mode

5 GAME PACK CARTOON COLLECTION™

SPIKE IN TRANSYLVANIA 91% ZZap Silver Medal

SLIGHTLY MAGIC 94% YOUR SINCLAIR

Available on:
AMIGA & ST £24.99
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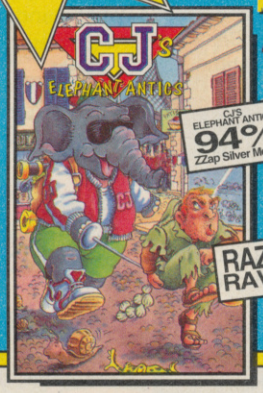
SEYMOUR GOES TO HOLLYWOOD 90% YOUR SINCLAIR

"A Crash Smash 90%" The game that launched your favourite mega star.

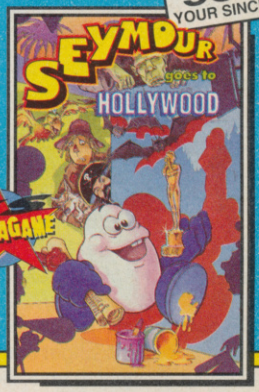


"A glorious bounce around platform game packed with colour and playability" ZZAP

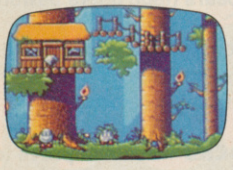
MEGAGAME

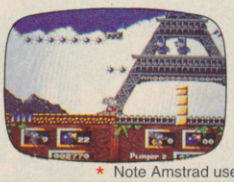
"Graphics and presentation are excellent and all in all Slightly Magic is absolutely magic." YOUR SINCLAIR

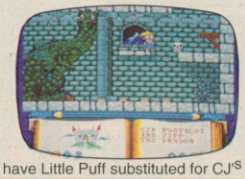
"Extremely accessible, refreshingly original in ideas and great staying power." ZZAP

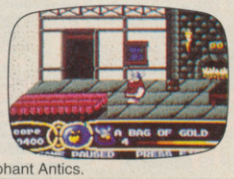


"Seymour is completely brilliant. It's packed with great graphics, it's got a kickin' sound track and it's very, very playable." YOUR SINCLAIR









* Note Amstrad users have Little Puff substituted for CJ's Elephant Antics.

CODEMASTERS

AMIGA screen shots shown.

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ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

GameBusters

Yo ho ho. The middle of winter is that game playing time of year. And when people play games, they come unstuck somewhere. Enter* Andy Roberts, *the man who can solve any problem you care to put to him, nearly...

THE LAST OF SPIKE IN TRANSYLVANIA

We found the number of mistakes (groan) and omissions in our original map and solution (*CF13*) hard to count (aargh), there were so many of them. Thanks to **Ash Hogg** and **Dave Clarke** we brought you the first half of the official solution last month (last year, in fact). This month's guidelines do two jobs. They enable you to complete the game and they allow us to bury it (eeulgh).

We begin one room left of the bottom of the belfry. By the way, if you're having problems getting this far into the game, hold down the keys C J and 2 for infinite lives (and subliminal advertising for *CJ's Elephant Antics 2,* perhaps).

Go through the left-hand doorway and get the key from the bedroom. Go back out and enter the dungeons (the rightmost door marked A on the *CF13* map). Enter the door on the right leading to the middle dungeons. Enter the door on the left to the lower dungeons. Go left and release the prisoner. Walk to the far left and prepare to enter the haunted room. Select the cross from your inventory. Drop it inside the haunted room to make the ghosts disappear and release the wizard's spell book. Take this for later use. Walk right into the next room and free the prisoner you find there.

Return to the dropped cross, pick it up, then leave the ghosts room. Retrace your steps until you arrive at the dungeon entrance. Get the deafened bat, then walk left along the upper corridor until you come to the rat-infested corridor. Take the door on the right into the central corridor, then take the door on the left and go up until you reach two ladders. Climb the one on the right to meet up with Arbold the Wizard. Walk up to Arbold. He will ask you for three objects to make a potion. Stand behind the cauldron and drop the deafened bat, toad juice and the spell book into it. Pick up the tie the explosion produces and make your way back to the castle entrance. On the way, drop the cross in the central corridor.

Just outside the castle you meet Farmer Piles. Drop the ploughman's lunch in his path and take the wellies he gives you in return. Continue left until you reach the village inn, select the tie from your inventory to get passed the innkeeper. Get the wine from inside. Go into the cellar and pick up the cannonball and key. Leave the inn and enter the abandoned shack. Push the cannon (next to the rock), then drop the cannonball into the cannon. Stand on the left of the cannon and drop the torch – the cannon will blow the rock away revealing a secret entrance.

Return to the castle until you reach the muddy patch in the middle dungeons. Select the wellies, walk over the mud and get the bone. Go right into the next room and pick up the key. Go through the door and release the prisoner. Now go back to the hidden entrance. Are you there yet? Good.

Go through the secret entrance and give the bone to the guard dog. Run passed it while it chews the bone. Enter the first door you come to, go left and through yet another door, where you will find a personal stereo and a key (get 'em both). Go out the door, then head right until you come to the room with the chicken (use it to top up your energy). Go out, left and leave the rebel's underground. Head back to the castle dungeons and give the personal stereo to guard who complains about the quiet.

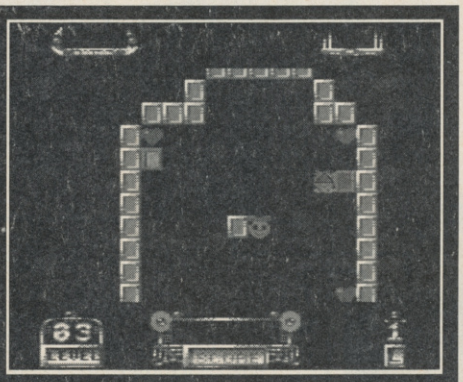
When he runs off, release his prisoner. Go to the base of the belfry and get the key. Go to the deepest dungeons and drop the bottle of wine in the thirsty guard's path. When he's gone, free his prisoner. Walk right into the next room and release its prisoner.

Yipee, you have freed all Spike's pals! Jump up and down, celebrate, live a little. Then write to us and tell us what you'd like solved next.

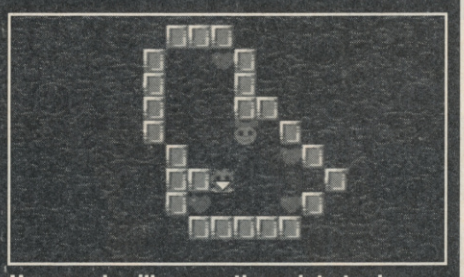
THE POWER

If the codes for the first 25 levels weren't enough (and let's face it, they weren't), here are the codes for all the later levels. If my guess is right, though, you'll probably play level 50 straight away – you naughty person.

LEVEL 26 – JINGLE
LEVEL 27 – JOGGER
LEVEL 28 – INSIDE
LEVEL 29 – 5PLSPS
LEVEL 30 – KNIGHT
LEVEL 31 – HINBON
LEVEL 32 – NOBODY
LEVEL 33 – GOODIE
LEVEL 34 – OQZAYB
LEVEL 35 – ELTRIC
LEVEL 36 – 187293
LEVEL 37 – QROVUY
LEVEL 38 – DOUBLE
LEVEL 39 – ROLLER
LEVEL 40 – CLOSET
LEVEL 41 – SLOWLY
LEVEL 42 – BIZNEZ
LEVEL 43 – 124816
LEVEL 44 – TARGET
LEVEL 45 – AMZING
LEVEL 46 – VODOOH
LEVEL 48 – WOODYS
LEVEL 49 – YZX3WS
LEVEL 50 – XUQZOX



This was the look of 1990 and 91, when puzzle games started coming out by the bucket-load. And now you're all stuck on them, aren't you.



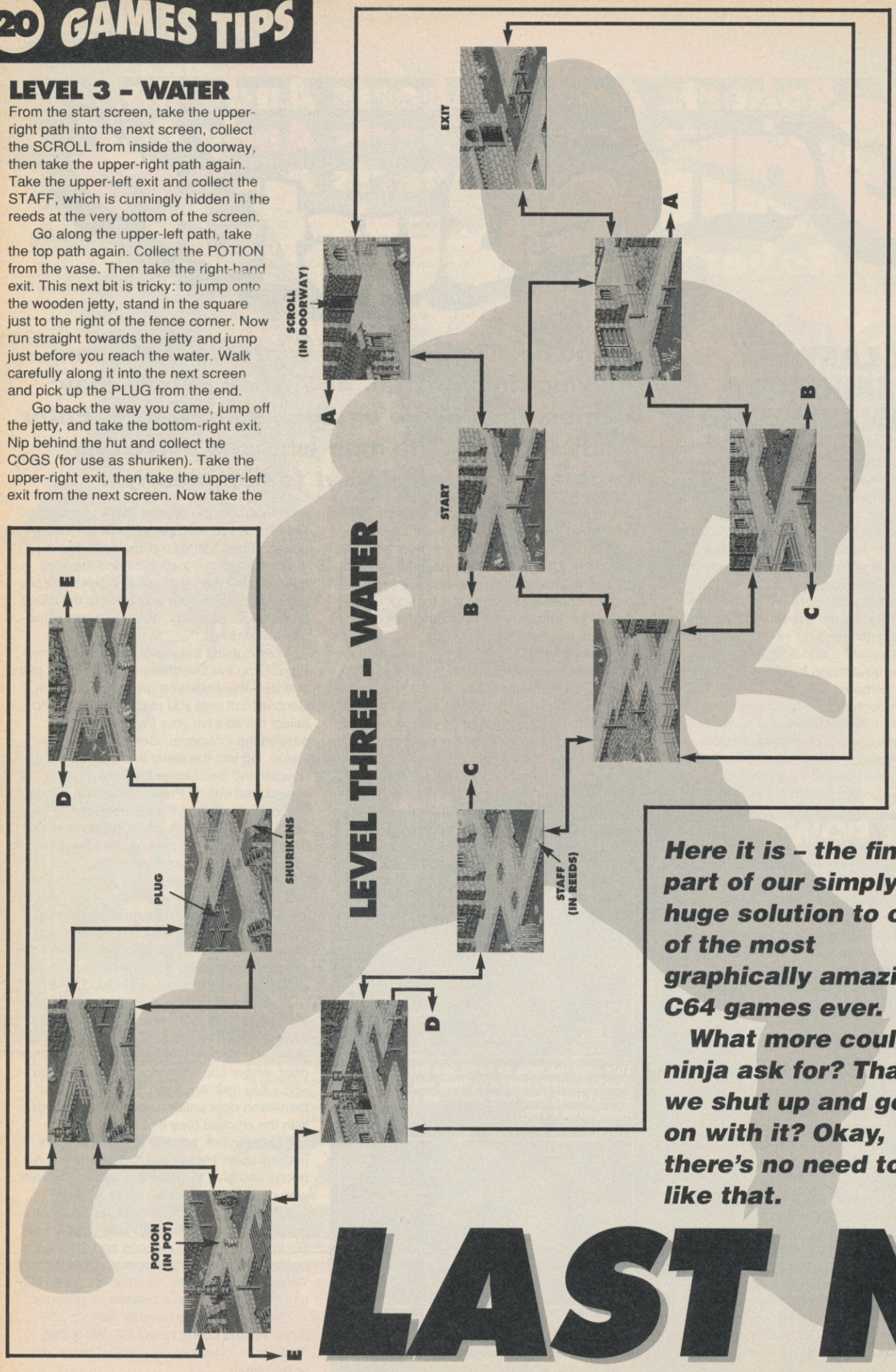
How much will you go through to trade tongues with little Minnie? Well this level might be easy but the later ones can leave you tongue tied and twisted.

LEVEL 3 – WATER

From the start screen, take the upper-right path into the next screen, collect the SCROLL from inside the doorway, then take the upper-right path again. Take the upper-left exit and collect the STAFF, which is cunningly hidden in the reeds at the very bottom of the screen.

Go along the upper-left path, take the top path again. Collect the POTION from the vase. Then take the right-hand exit. This next bit is tricky: to jump onto the wooden jetty, stand in the square just to the right of the fence corner. Now run straight towards the jetty and jump just before you reach the water. Walk carefully along it into the next screen and pick up the PLUG from the end.

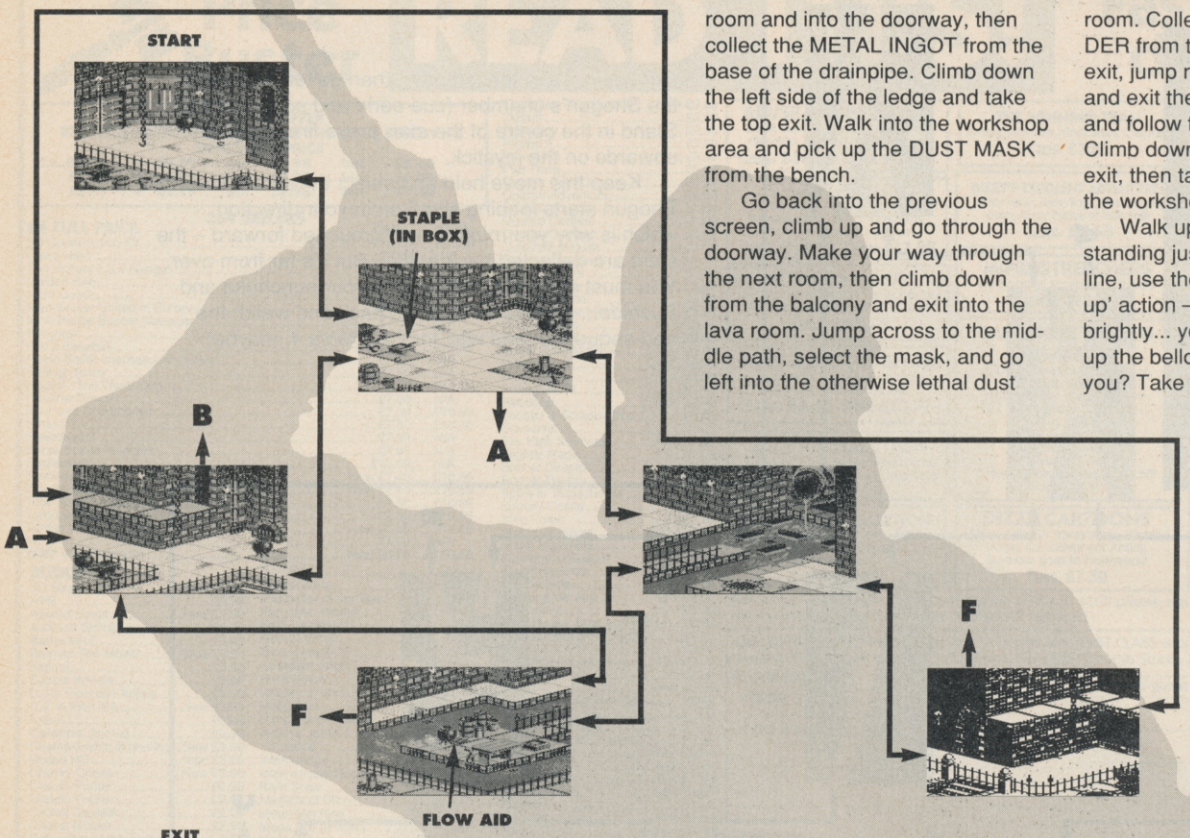
Go back the way you came, jump off the jetty, and take the bottom-right exit. Nip behind the hut and collect the COGS (for use as shuriken). Take the upper-right exit, then take the upper-left exit from the next screen. Now take the



Here it is – the final part of our simply huge solution to one of the most graphically amazing C64 games ever.

What more could a ninja ask for? That we shut up and get on with it? Okay, there's no need to be like that.

LAST NI

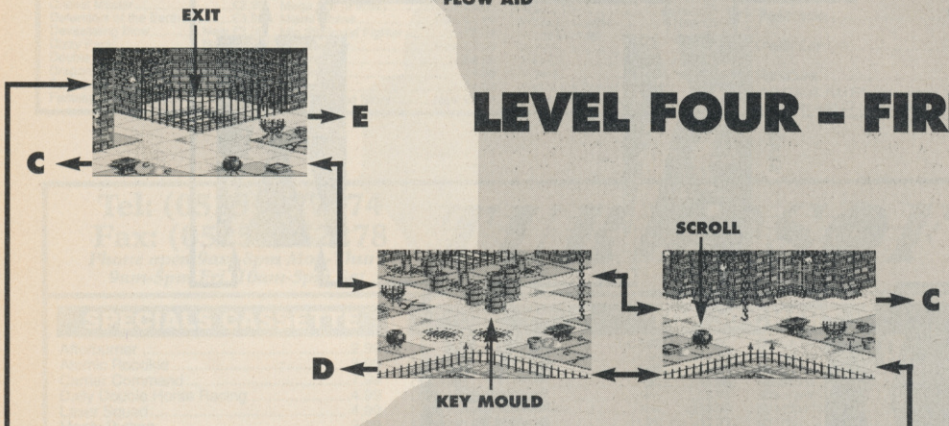


room and into the doorway, then collect the METAL INGOT from the base of the drainpipe. Climb down the left side of the ledge and take the top exit. Walk into the workshop area and pick up the DUST MASK from the bench.

Go back into the previous screen, climb up and go through the doorway. Make your way through the next room, then climb down from the balcony and exit into the lava room. Jump across to the middle path, select the mask, and go left into the otherwise lethal dust room. Collect the FLOW AID POWDER from the barrel, take the right exit, jump right back across the lava and exit the room. Climb up the wall and follow the path round as before. Climb down the ledge, take the top exit, then take the top-left exit past the workshop.

Walk up to the furnace and, standing just behind the nearby line, use the bellows with your 'pick up' action – the furnace should burn brightly... you did remember to pick up the bellows on level 2, didn't you? Take the top left exit, collect the SCROLL from the cauldron, then take the lower-left exit and pick up the KEY MOULD from the barrels. Go down the bottom-left path, then use the key mould in the furnace to make a key. Take the lower-left exit, stand opposite the gate and use the key to open it. Have your nunchuka and the scroll at the ready, then go down the steps to the Shogun's lair.

LEVEL FOUR – FIRE

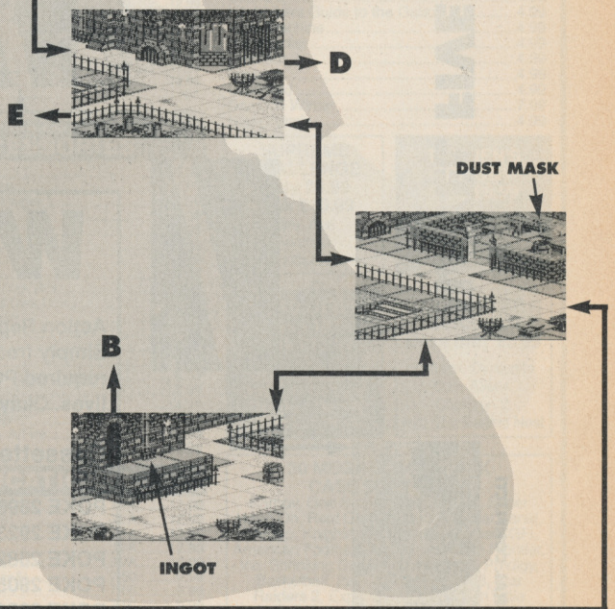


LEVEL 5 – VOID

By now you should be pretty competent with your nunchuka – if not, practise. You DO NOT need full Bushido power to kill the final Shogun but the more power you have, the easier it will be. From the start, take the top-right path, then take the right hand exit again. Go along the upper-left path into the next screen and collect the POTION from the corner. Take the left hand exit, pick up the SCROLL from the corner, then take the left bottom-left path into the waterfall screen – the waterfall blocks the exit and must be stopped in order to complete the level. To do this, cross over the bridge and go into the next screen. Take the left-hand path, select the plug, then walk up to the drain at the water's edge and use the 'pick up' motion to plug the whirlpool (the ninja will flash when it's been done correctly). Go back to the waterfall screen, then select the scroll/nunchaku and enter the doorway to face the Shogun.

LEVEL 4 – FIRE

From the start, go into the next room and collect the STAPLE from the forge. Take the lower-left path. Collect the POTION from the cauldron, then go back into the previous room. Take the middle-right exit into the lava room and jump across via the central path (DO NOT jump across the blocks). Go into the next room and, holding the staple, climb up the wall and exit along the balcony. Continue through the next



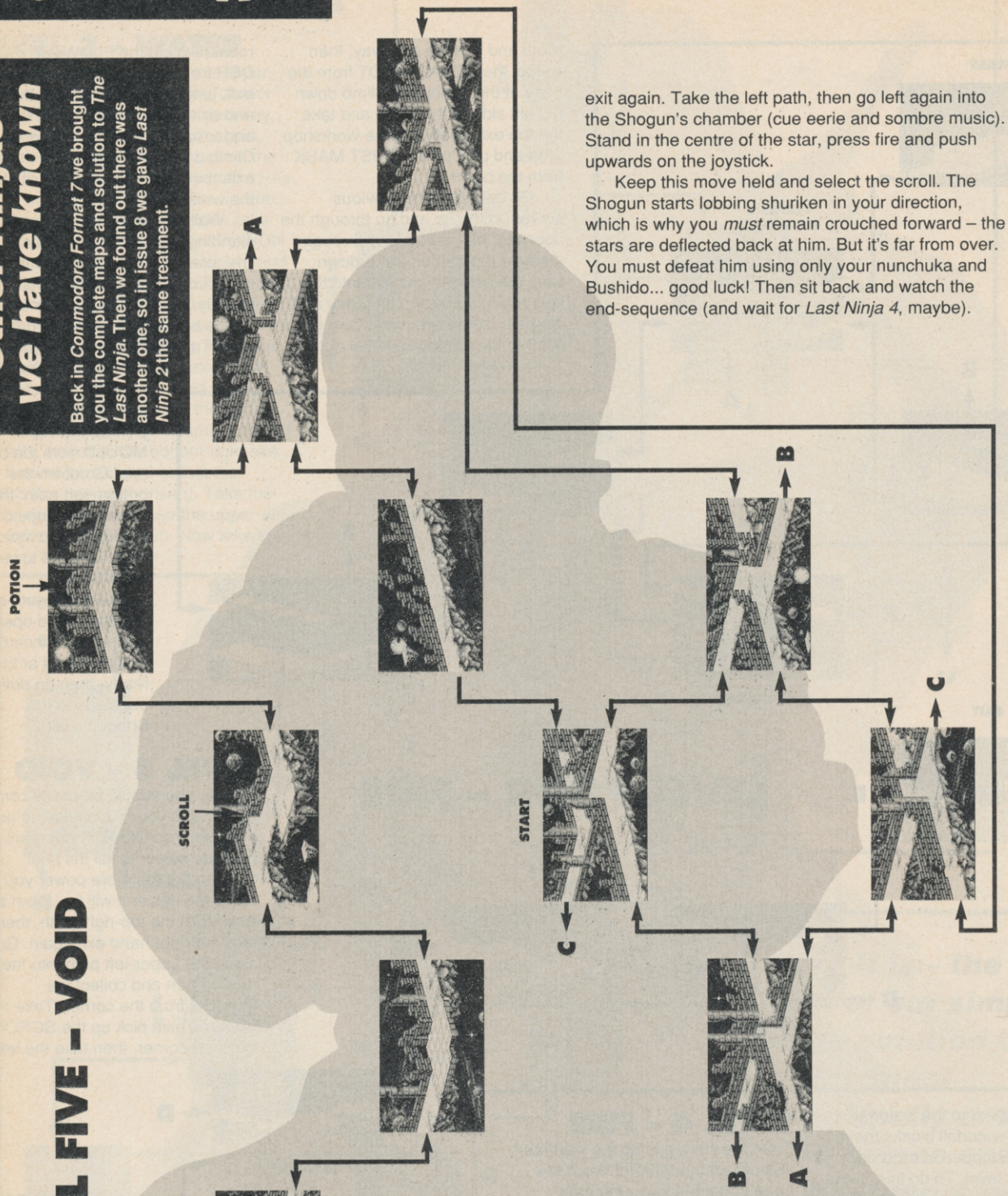
NINJA 3

Other Ninjas we have known

Back in *Commodore Format 7* we brought you the complete maps and solution to *The Last Ninja*. Then we found out there was another one, so in issue 8 we gave *Last Ninja 2* the same treatment.

exit again. Take the left path, then go left again into the Shogun's chamber (cue eerie and sombre music). Stand in the centre of the star, press fire and push upwards on the joystick.

Keep this move held and select the scroll. The Shogun starts lobbing shuriken in your direction, which is why you *must* remain crouched forward – the stars are deflected back at him. But it's far from over. You must defeat him using only your nunchuka and Bushido... good luck! Then sit back and watch the end-sequence (and wait for *Last Ninja 4*, maybe).



Well 'ard POKEs

Action Replay owners, you are in luck. Simply freeze the game and enter the required POKE on each level for infinite lives. Okay?

Cassette version

POKE 28986,165 – Level 1
POKE 29231,165 – Level 2
POKE 28824,165 – Level 3
POKE 29059,165 – Level 4
POKE 29212,165 – Level 5

Disk version

POKE 28962,165 – Level 1
POKE 29207,165 – Level 2
POKE 28800,165 – Level 3
POKE 29035,165 – Level 4
POKE 29192,165 – Level 5

If you're playing the cassette version, you also have an infinite supply of continue-plays (thanks to a nifty bug in the program). And thanks to System 3's Adrian Cale for his assistance.

Can he do it with COMMODORE FORMAT 16, January 1992? Shuriken!

Price Buster

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BATMAN THE

It was one of the best licensed games ever written and it recently re-emerged as a budget game. And since then we've been flooded with requests for help getting through it. How could we leave you in the lurch? Don't answer that. Read this instead. By the time you know your way around these fabby maps, you've made it.

LEVEL 1 - AXIS CHEMICAL WORKS

Not altogether difficult, with only large drops causing any real damage. Ironically, the henchmen only fire at you when you face them – when in doubt, run away! When faced with a bomber, either climb up within his range or take an alternative path. It really pays to follow the map for this section, as there are plenty of long drops to avoid.

One useful trick is to fire the Bat-rope to the platform above and then lower yourself to the platform below – it certainly beats losing a life. When climbing up the final section (at the far right), keep as close to the left wall as possible. Now, when you reach Jack Napier, you can shoot him even though he's off screen – his bombs cannot harm you at all. Once you've killed him, he falls into the vat of acid and the Joker emerges (cue diabolical laughter).

LEVEL 2 - THE BATMOBILE

Initially tricky, but the habits of the other drivers are easy to learn and anticipate. The slow moving cars can be nudged out of the way but it's better to overtake the vans and sports cars.

Stay in the top lane as much as possible, and hit fire as soon as the arrow points upwards (it helps enormously to play this section with a friend). Above all, DO NOT collide with a car unless you have to, as your energy supply diminishes very rapidly. When the buildings give way to trees and bushes, the Bat-cave is near – keep calm!

LEVEL 3 - SMILEX PUZZLE

Anyone who's ever played the ancient game MASTERMIND should find this section a doddle, and indeed it is a good test for logical thinking. Select the first three items in the list, then another three (starting with the last one in your first selection). Repeat this process, moving along two elements at a time, until you find the combination. Quite simply, it's a process of elimination - you'll run out of tries before you run out of time, so take it easy and think carefully. No problem.

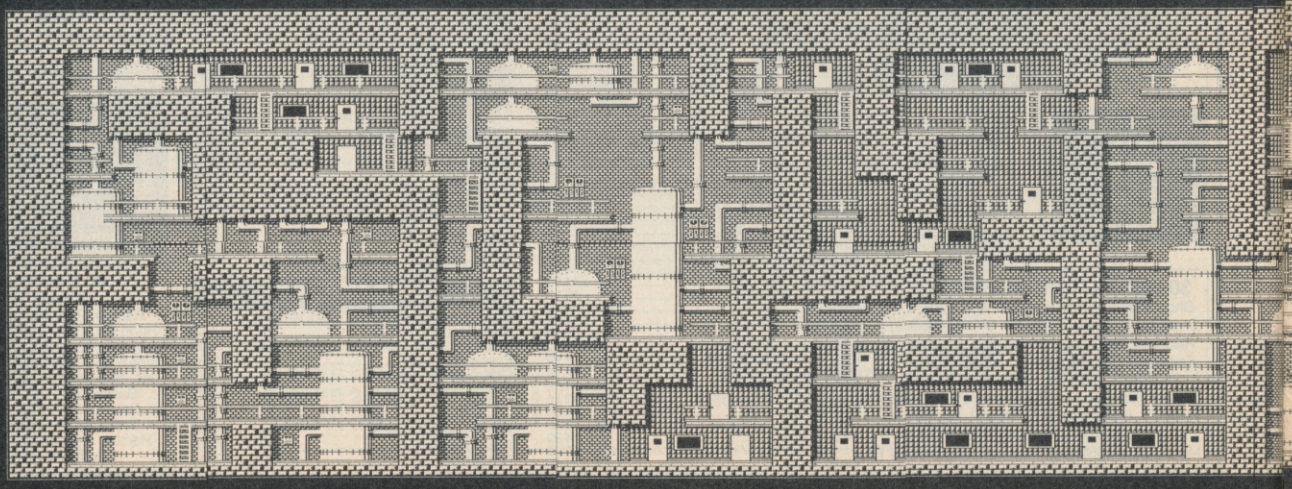
LEVEL 4 - THE BATWING

Very difficult at first, so practise as much as possible. The trick is to position your craft roughly two-thirds to the right of the screen and stay there. It should then be possible to cut all the ropes you encounter without bursting the balloons, moving up and down only.

The basic aim of the level is to survive until the timer reaches zero, and it IS possible to cut every balloon free. If, however, you have to choose between two wagons, opt for the one with the most balloons on it – common sense, really. The worst thing

AXIS CHEMICAL WORKS

LEVEL 1



E MOVIE LEVEL 1

to do is fly recklessly around the screen... you have been warned.

LEVEL 5 – GOTHAM CITY CATHEDERAL

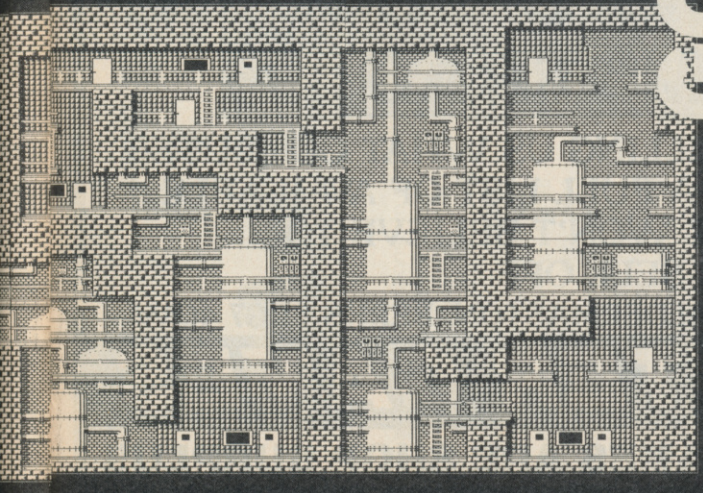
Easier than the Axis Chemical Works but still a tough challenge. To finish the level (and the game) you must make your way up to the cathedral roof to confront the Joker... you have seen the film, haven't you? The first skill you should master is bomb avoiding, as there are plenty of bomb-throwing henchmen dotted around.

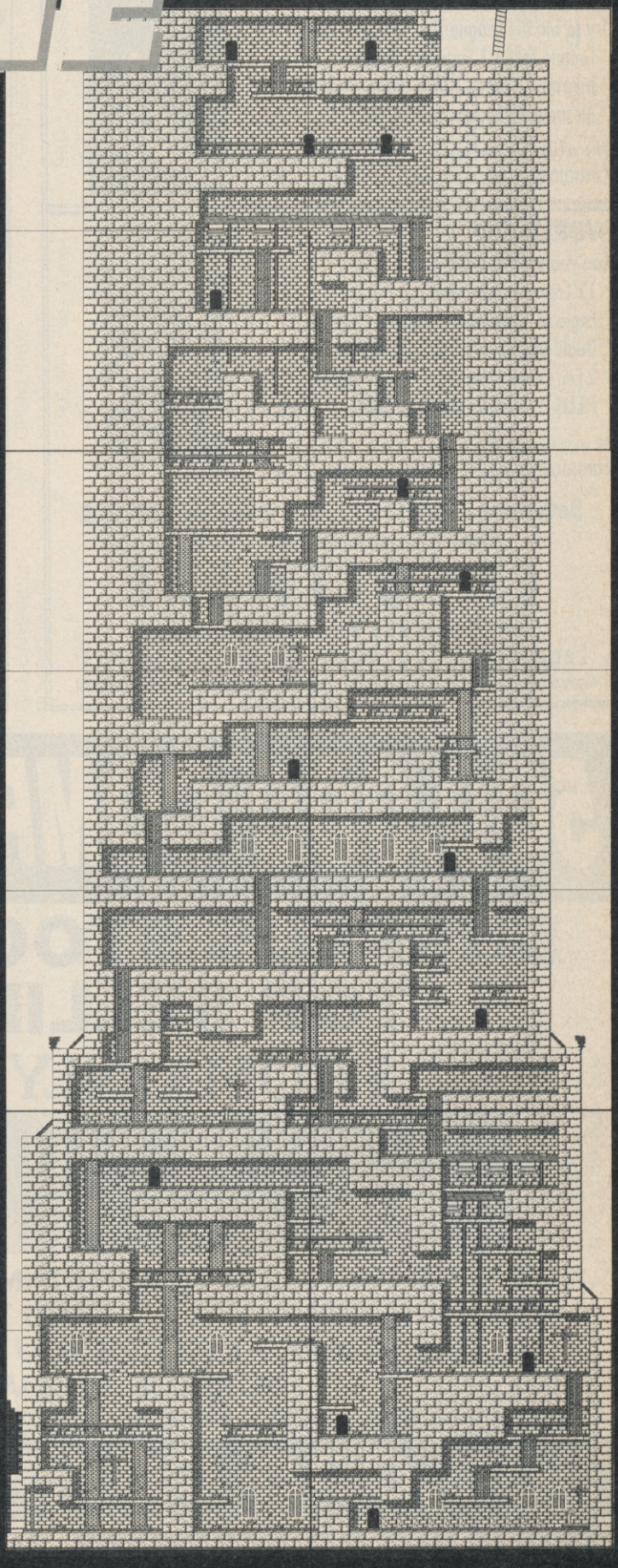
And, because time is of the essence, it doesn't pay to linger around too long. The spikes are a problem too, so take extreme care when swinging across them. A valuable point to remember is that you can swing further by moving the joystick left and right – only jump off when it looks safe. When you reach the Joker at the top of the Cathedral, walk towards the ladder and fire the Bat-rope diagonally towards him. You have a few attempts at this, and once hit he falls down to his doom. Yep, strawberry jam all round.

Are you great at games?

Because if you are, Andy Roberts wants to hear from you. Write to him with your cheats, POKEs and maps or just some tips for playing a game well. Andy gives away £20 mail order vouchers for really good stuff. So get writing and mark your envelope 'GameBusters'.

GOTHAM CITY CATHEDRAL





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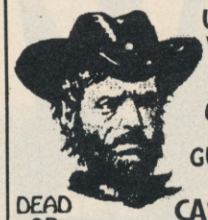

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IT'S ANOTHER CRAZY CARTRIDGE POKES FRENZY!

The response to our last 101 POKES feature (see *CF11*) was so good, we've decided to do another one. So here's another POKE-pourri for all of you cartridge users. Just install your cartridge and load the game. Once the game has loaded, freeze it with the cartridge, enter the POKE and restart the game. And don't stop till you've finished!

NARC
POKE 28447,173
POKE 28614,173 - Credits
POKE 26423,0 - Bullets
POKE 33868,0 - Missiles

TURRICAN
POKE 3030,173 - Time

TURTLES
POKE 1577,173 - Lives
POKE 10918,141 - Energy

SUPER HANG-ON
POKE 58409,173 - Time

SUNBURST
POKE 38419,173 - Lives

GHOSTBUSTERS 2
POKE 2261,173 - Lives

SUPERTANK
POKE 6657,173 - Lives

RENEGADE
POKE 42187,165 - Lives

BIGFOOT
POKE 28118,173 - Lives

TEMPLE OF DOOM
POKE 27891,173 - Lives, Level 1
POKE 26299,173 - Lives, Level 2
POKE 27854,173 - Lives, Level 3

NINJA WARRIORS
POKE 43046,173 - Lives

SPIKE IN TRANSYLVANIA
POKE 10708,173 - Lives

AIRWOLF 2
POKE 29604,173 - Lives

TOP DUCK
POKE 18845,173 - Lives

CRAZY KONG
POKE 8006,173
POKE 8317,173 - Lives

PINBALL SIMULATOR
POKE 4573,189 - Lives

ANARCHY
POKE 6964,173 - Lives
POKE 6492,173 - Time

SAMURAI TRILOGY
POKE 3293,189 - Lives

XENON
POKE 26356,173 - Lives

EVERYONE'S A WALLY
POKE 36317,173 - Lives
ROCK 'N' ROPE
POKE 31125,173 - Lives

SUPERKID
POKE 11433,165 - Lives

BOMBUZAL
POKE 5490,173 - Lives

HACKER 2
POKE 14626,173 - Lives

STAR RAIDERS
POKE 6407,173 - Bombs

DELIVERANCE
POKE 42339,173 - Lives, Level 1
POKE 43700,173 - Lives, Level 2
POKE 43757,173 - Lives, Lives 3

FLIMBO'S QUEST
POKE 5628,173 - Lives

TOMCAT
POKE 15955,173 - Lives

DOUBLE DRAGON
POKE 24962,173 - Lives, Player 1
POKE 24996,173 - Lives, Player 2
POKE 24953,173 - Energy, Player 1
POKE 24987,173 - Energy, Player 2

JUNGLE HUNT
POKE 32897,165 - Lives

CRAZY CARS
POKE 7795,173 - Time

LAPD
POKE 9239,173 - Shields
POKE 10091,173 - Ammo, gun 1
POKE 10048,173 - Ammo, gun 2

BLAZING THUNDER
POKE 26917,173 - Lives

1943
POKE 34864,173 - Lives

TAU CETI
POKE 18590,173 - Missiles
POKE 15335,173 - Ammo
POKE 15173,173 - Flares

MANIC MINER
POKE 16571,173 - Lives

ORION
POKE 3713,165 - Lives

GILLIGANS GOLD
POKE 21201,173 - Lives

PRINCE CLUMSY
POKE 7960,173 - Energy

ANCIPITAL
POKE 18679,173 - Lives

PREDATOR 2
POKE 42513,173 - Credits
POKE 4156,173
POKE 4296,173
POKE 39010,173 - Ammo

ST. DRAGON
POKE 10469,173 - Lives

SHADOW DANCER
POKE 17063,173 - Lives
POKE 7367,173 - Magic

ESWAT
POKE 6156,173 - Lives, Player 1
POKE 6132,173 - Lives, Player 2
POKE 36783,173 - Time

DARK CASTLE
POKE 43956,165 - Lives
CHUCKIE EGG
POKE 16746,165 - Lives

HUNCHBACK
POKE 22521,173 - Lives

ROLLING THUNDER
POKE 40144,173 - Lives

TRAZ
POKE 42200,173 - Lives

DAN DARE 3
POKE 27333,173 - Lives

GREMLINS 2
POKE 4237,173 - Lives
POKE 5847,165 - Time

GUARDIAN ANGEL
POKE 6314,173 - Lives

EXTERMINATOR
POKE 35070,173 - Credits

CABAL
POKE 9905,189 - Lives

PSYCHO PIGS UXB
POKE 12906,189 - Lives

ENDURO RACER
POKE 10423,165 - Time

FUTUREBIKE SIMULATOR
POKE 5719,165 - Lives
POKE 5896,173 - Missiles

RAINBOW CHASER
POKE 46179,165 - Stars

NINJA COMMANDO
POKE 10457,173 - Lives

DRAGON BREED
POKE 28351,173 - Lives

BIONIC NINJA
POKE 16299,173 - Lives

NINJA RABBITS
POKE 7474,173 - Lives

R-TYPE
POKE 1340,173 - Time
POKE 13054,173 - Lives

QUEDEX
POKE 11872,181 - Time

CYBERNOID
POKE 28751,96 - Invisibility

SKULL & CROSSBONES
POKE 28479,165 - Energy

SONIC BOOM
POKE 14041,165 - Lives

BLASTEROIDS
POKE 11571,173 - Lives

BRAVESTARR
POKE 14500,173 - Lives

CAT-A-BALL
POKE 25132,96 - Time

ROLLAROUND
POKE 43523,44 - Lives

HEROBOTIX
POKE 33342,169 - Invincibility

DRAGON NINJA
POKE 32890,173 - Lives

HOPPING MAD
POKE 2447,165 - Lives

THAT'S ALL

SAMARITAN'S CORNER

If you're stuck, just pop* Andy Roberts *a line, and he'll come up with some goodly aid...

FLIMBO'S QUEST

A gorgeous game, yes. An easy game, no. If you own an Action Replay (and have the cassette/disk version) then these POKEs should be right up your boulevard;

POKE 5628,173 - Infinite lives
POKE 10392,165 - Infinite time

MIG 29

Here is a simple cheat for the flight quarter of Codemasters' *Quattro Combat* compilation; simply hold down the 'CTRL' and 'X' keys for a considerably easier game.

PAPERBOY

I can hardly believe it - yet another re-release causing more strife than Saddam Hussein. So, here is a petite cheat especially for Malcolm Miles, Andrew Peel, Michael Anderson, Iain Naylor, Philip Dunn, Michael Morris and Joseph Doyle.

```
0  REM PAPERBOY TAPE CHEAT
1  FOR X=20100 TO 20128:READ Y:POKE
X,Y:NEXT
2  DATA 169,4,141,149,8,185,149,78,
153,52,4,136,208,247
3  DATA 76,13,8,169,96,141,166,41,
141,107,40,76,52,8,0
```

Now RUN the listing, then type LOAD and press return. After the first bit has loaded, type POKE 1012,78:RUN and again press return. The rest of the game should now load with infinite lives.

TOTAL RECALL

Dozens of you have written in for a cheat mode, and, as fate would have it, dozens of you have sent it in. On the high score table, enter LIFE STILL GOES ON to activate the cheat mode. Pausing the game with F1 now allows you to press the left arrow key to skip levels. When the next one loads in, you can either press F1 to play that level, or the left arrow again to skip it.

DOUBLE DRAGON

Alex Maund, and Christopher Dibble all wrote in practically begging for an infinite lives/time POKE. Well, who am I to argue?

```
0  REM DOUBLE DRAGON TAPE CHEAT
1  FOR X=400 TO 442:READ
Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>4941 THEN PRINT "DATA
ERROR":END
3  POKE 157,128:SYS 400
4  DATA 032,086,245,169,160,141,
229,004
5  DATA 169,001,141,230,004,076,
136,004
6  DATA 169,173,141,114,008,169,
001,141
7  DATA 115,008,076,016,008,169,
173,141
8  DATA 211,098,141,130,097,141,
164,097
9  DATA 076,208,129
```

DOUBLE DRAGON 2

And here we have another infinite lives and time POKE for the equally frustrating sequel, requested by Ashley Simpson, Robert Hickley, and Layne Cook.

```
0  REM DOUBLE DRAGON 2 TAPE CHEAT
1  FOR X=400 TO 431:READ
Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>3439 THEN PRINT "DATA
ERROR":END
3  POKE 157,128:SYS 400
4  DATA 032,086,245,169,076,141,
096,003
5  DATA 169,165,141,097,003,169,
001,141
6  DATA 098,003,076,081,003,169,
173,141
7  DATA 202,181,141,108,185,076,
000,068
```

AARRGGH!

Don't lose your rag. Write to: Samaritan's Corner, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW

If you're stuck on any C64 game, just jot your plea down (on a postcard if possible) and we'll do our level best to help.

PREDATOR

This re-release has been giving many of you serious problems, with nearly every other letter begging for help - and rightly so. After all, the game is well tricksome. Why not try this marvellous listing for infinite lives, grenades, and time (and as if that wasn't enough, it also works on the original Activision version).

```
0  REM PREDATOR TAPE CHEAT
1  FOR X=528 TO 581:READ
Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>4942 THEN PRINT "DATA
ERROR":END
3  POKE 157,128:SYS 528
10 DATA 169,029,141,040,003,169,
002,141
11 DATA 041,003,032,086,245,169,
011,141
12 DATA 206,001,169,034,141,207,
001,096
13 DATA 023,001,026,169,056,141,
115,192
14 DATA 169,002,141,116,192,076,
000,192
15 DATA 169,165,141,093,016,141,
016,028
16 DATA 141,040,022,076,000,006
```

TACKLE AUF WIEDERSEHEN MONTY

This Germanic Monty game boasts a cunning cheat mode, which must be entered BEFORE the game is loaded. Take the cursor to the bottom line of the screen and type MONTY. Then use the SHIFT and INST/DEL key to shunt it along so that the letter 'Y' sits in the very bottom right of the screen. Now carefully move the cursor up to the top of the screen again (don't worry about any garbage the cursor leaves behind) and load the game as normal. Voila! Infinite moles are yours for the wasting. If all that seems a bit too complicated, the following listing very kindly POKEs those letters on to the screen for you - type it in, RUN it, then use SHIFT/RUN STOP to load the game as you normally would.

```
1  REM MONTY CHEAT
2  PRINT CHR$(147)
3  FOR X=2019 TO 2023:READ Y
4  POKE X,Y:POKE X+54272,1:NEXT
5  DATA 13,15,14,20,25
```

MYTH

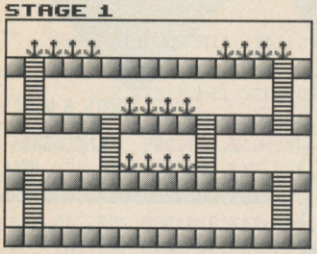
Is this mega-game STILL giving you hassle? Well, here is yet another cheat. Simply leave SHIFT/LOCK depressed while loading the game to start in Ancient Greece. Then off you go through the ages.

Have no fear - COMMODORE FORMAT, January 1992 is here!

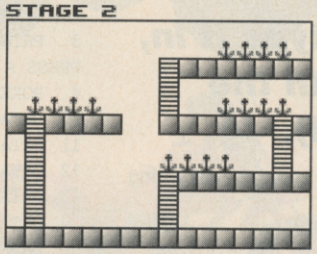
RODLAND

So cute it made you puke – but lifting the laurels on later levels is a ticklishly tricky task. So if your fairy is flagging or your rod s lost it's rigidity, fear not. Arcade regular* Andy Roberts *maps the mysteries of the first 16 levels of this sugary sweet plaform puzzler...

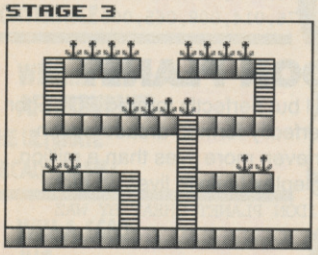
STAGE 1



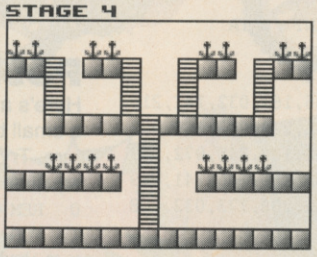
STAGE 2



STAGE 3

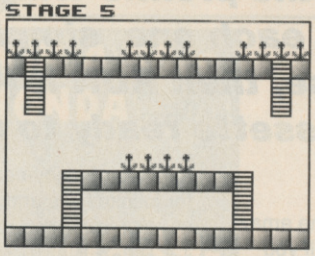


STAGE 4

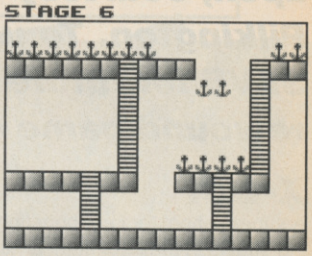


These levels are a nice introduction to the game and you should use them to practise your jumping and climbing skills. An important point to remember is *never* climb up a ladder unless the platform above is empty – the monsters like to drop down on your head.

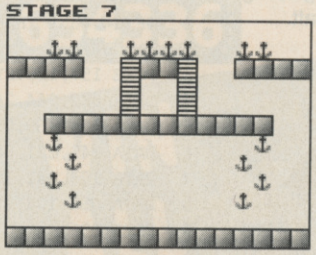
STAGE 5



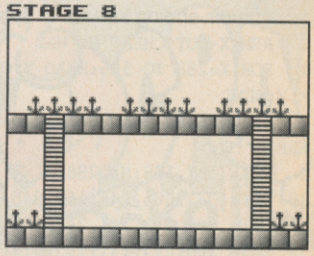
STAGE 6



STAGE 7

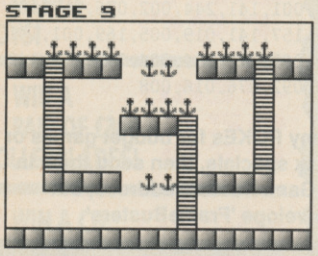


STAGE 8

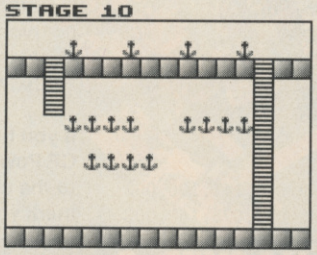


This is the your first chance to ride on a balloon and it's a good idea to perfect this now, while the monsters are pretty wimpy. When you reach the guardian 'gators at the end of level eight, abandon all pretence of tactics and just blast away like crazy until they disappear.

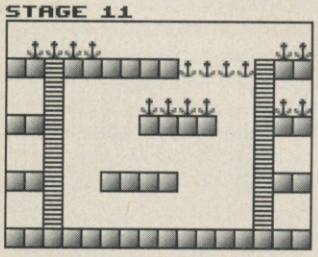
STAGE 9



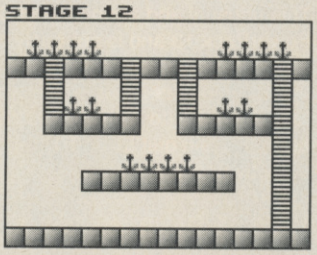
STAGE 10



STAGE 11

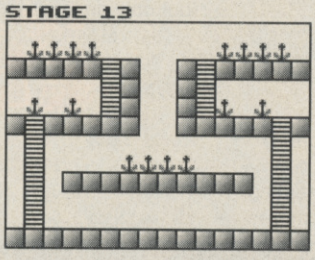


STAGE 12

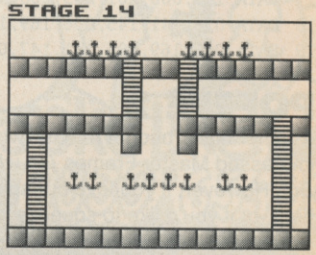


The monsters are getting a bit smarter now. In particular be careful when you climb the long ladders on levels 10 and 11, more often than not the monsters will try to corner you. It's much safer to use your little ladder to climb up and down the middle of level 11.

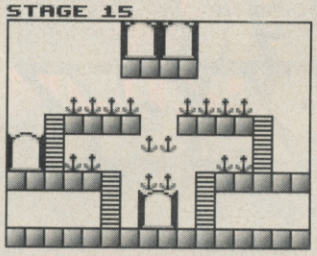
STAGE 13



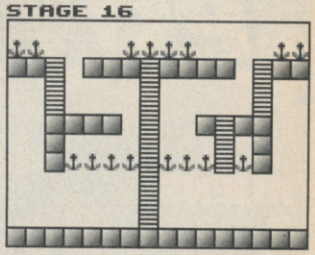
STAGE 14



STAGE 15



STAGE 16



Don't risk yourself for a few flowers, save your lives. The teleports on level 15 have both advantages and disadvantages – you can escape enemies, but you may also teleport into them. When you face the big blue whale dodge the babies and attack in small bursts.

More Rodland *in next month's CF!*

Yet another banquet of POKE listings to feast upon, courtesy of the prolific Warren Pilkington. To use each one, simply type it in, SAVE for future use, then RUN it (with the rewound game cassette ready to roll).

X-OUT

A superb shoot 'em up, boasting some amazing effects in the later stages - that's if you can get that far. If not, try the following listing for a never-ending stream of spacecraft.

```
0   REM X-OUT CHEAT BY WAZ
1   FOR X=288 TO 366:READ Y:C=C+Y:POKE
X,Y:NEXT
2   IF C<>9301 THEN PRINT "DATA
ERROR":END
3   POKE 157,128:SYS288
10  DATA 032,086,245,169,048,141,245,002
11  DATA 169,001,141,246,002,076,167,002
12  DATA 169,064,141,165,016,169,001,141
13  DATA 166,016,076,000,016,087,065,090
14  DATA 072,169,032,141,142,253,169,084
15  DATA 141,143,253,169,001,141,144,253
16  DATA 104,076,000,248,206,032,208,173
17  DATA 147,006,201,255,208,016,234,169
18  DATA 076,141,145,006,169,162,141,146
19  DATA 006,169,006,141,147,006,096
```

POPEYE 2

A rather bland budget release which barely impressed Master Frames *(so what's new? - Ed)*. However, if you love our spinach-eating hero, or if you'd like to squeeze a few more minutes of enjoyment, try typing in this listing for infinite lives and time.

```
0   REM POPEYE 2 CHEAT BY WAZ
1   FOR X=544 TO 584:READ Y:C=C+Y:POKE
X,Y:NEXT
2   IF C<>4851 THEN PRINT "DATA
ERROR":END
3   POKE 157,128:SYS 544
4   DATA 032,044,247,056,169,032,141,219
5   DATA 003,169,054,141,220,003,169,002
6   DATA 141,221,003,032,108,245,072,169
7   DATA 173,141,133,053,169,000,141,239
8   DATA 051,104,206,032,208,173,032,208
9   DATA 096
```

PLATOON

Having just surfaced on budget, this excellent movie tie-in is still as difficult as ever, so try this POKE for infinite morale and ammunition (but only on level 1).

```
0   REM PLATOON TAPE CHEAT
1   FOR X=547 TO 619:READ Y:C=C+Y:POKE
X,Y:NEXT
2   IF C<>8403 THEN PRINT "DATA
ERROR":END
3   POKE 157,128:SYS 547
10  DATA 032,086,245,169,051,141,196,002
11  DATA 169,002,141,201,002,076,167,002
12  DATA 169,074,141,111,001,169,002,141
13  DATA 112,001,169,088,141,211,002,169
14  DATA 096,141,114,226,076,081,003,169
15  DATA 081,141,196,002,169,003,141,201
16  DATA 002,169,222,141,114,226,169,173
17  DATA 141,054,189,141,016,189,141,211
18  DATA 189,169,000,141,114,189,076,000
19  DATA 004
```

SUMMER CAMP - DISK

Yes, I know a lisitng has already been printed in *CF6*, but this one is especially for those who bought the disk version. Type it in, pop the disk in the drive, then RUN for infinite nice mice.

```
0   REM SUMMER CAMP DISK CHEAT BY WAZ
1   FOR X=272 TO 341:READ Y:C=C+Y:POKE
X,Y:NEXT
2   IF C<>7908 THEN PRINT "DATA
ERROR":END
3   PRINT CHR$(147);"INSERT DISK AND
PRESS A KEY"
4   POKE 198,0:WAIT 198,1:SYS 272
10  DATA 162,008,032,186,255,169,001,168
11  DATA 162,084,032,189,255,032,111,225
12  DATA 169,071,141,087,008,169,001,141
13  DATA 088,008,162,000,189,010,008,157
14  DATA 168,002,232,224,080,208,245,162
15  DATA 224,100,208,245,076,168,002,169
17  DATA 000,141,040,015,169,173,141,244
18  DATA 022,076,014,008,065,000
```

POSIEDON PLANET II

Here's a small but perfectly formed POKE for a small but perfectly formed arcade adventure. Try it for even more lives than a million squillion googleplex (infinite lives, in fact).

```
0   REM POSEIDON PLANET CHEAT BY WAZ
1   FOR X=384 TO 420:READ Y:C=C+Y:POKE
X,Y:NEXT
2   IF C<>3863 THEN PRINT "DATA
ERROR":END
3   POKE 157,128:SYS 384
4   DATA 032,086,245,169,144,141,243,002
5   DATA 169,001,141,244,002,076,167,002
6   DATA 169,157,141,019,005,169,001,141
7   DATA 020,005,076,224,004,169,173,141
8   DATA 193,092,076,016,008
```

If you have any POKEs for budget games or CF PowerPack specials, then send them in to the usual GameBusters address, but mark your envelope 'FrameBusters'.

POWER PACK

ALIENS

Another great listing for issue 14's covergame, which offers infinite stamina, infinite ammunition, as well as making it much harder for aliens to kill you - go get 'em!

```
0  REM ALIENS CHEAT BY M PUGH
1  FOR X=514 TO 552:READ Y:C=C+Y:POKE X,Y:NEXT
2  IF C=4077 THEN POKE 157,128:SYS 514
3  PRINT "DATA ERROR":END
4  DATA 32,86,245,169,19,141,250,2,169,2,141,251,2
5  DATA 96,72,77,80,169,2,141,240,4,76,0,4,169,189
6  DATA 141,150,133,141,63,132,141,130,107,76,27,8
```

HACKER 2

This unusual and atmospheric CIA thriller from Activision was on CF PowerPack 13 and is seriously tough. A brilliant listing from MARTIN PUGH. Not only does this give you infinite lives, you can also opt for an easier game which works by locking the security monitors to channel 21 (to activate this cheat, LOGON and start the game as normal. Then quit using F1, then LOGON again - the cheat will now be activated).

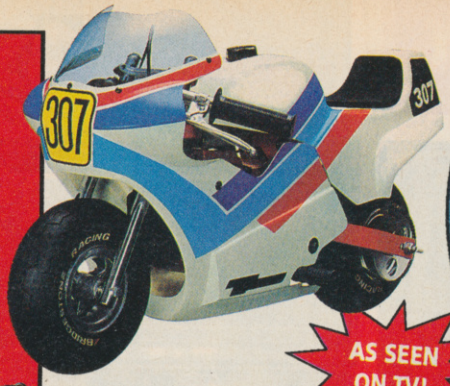
```
0  REM HACKER 2 CHEAT BY M PUGH
1  FOR X=516 TO 580:READ Y:C=C+Y;POKE X,Y:NEXT
2  IF C<>6545 THEN PRINT "DATA ERROR":END
3  INPUT"INFINITE LIVES Y/N";A$:IF A$="Y" THEN POKE 556,141
4  INPUT"AN EASIER GAME Y/N";B$:IF B$="Y" THEN POKE 559,173
5  POKE 157,128:SYS 516
6  DATA 32,86,245,169,21,141,250,2,169,2,141,251,2
7  DATA 96,72,77,80,169,2,141,240,4,76,0,4,169,42,141
8  DATA 112,9,169,2,141,113,9,76,30,8,169,173,173
9  DATA 220,65,76,27,8,169,21,141,142,116,141,147,116
10 DATA 206,64,114,169,173,141,56,114,76,27,8
```

Pretty particular power-packed POKEs page in COMMODORE FORMAT, January 1992

HOT TOP 10

1. WIN A KIDS 200cc GO KART — 0839-007700
2. WIN A CAR 1966 BEETLE CONVERTIBLE — 0898-334095
3. WIN..... AFTERBURNER THE ULTIMATE ARCADE GAME! — 0839-550036
4. WIN A £600 JVC CAMCORDER — 0898-334090
5. WIN £600 PILE OF TOYS! — 0898-334091
6. WIN A PAIR OF £300 ROLLERBLADES! — 0839-550039
7. WIN A CD MEGA-BLASTER + MINI COLOUR TV — 0898-334092
8. WIN HIS 'N' HERS MUDDY FOX MOUNTAIN BIKES — 0839-550040
9. WIN A KIDS ELECTRIC MOTORBIKE — 0839-550031
10. WIN A KIDS MUDDY FOX BIKE! — 0839-550041

A REAL MINI-RACER! WIN THIS 33cc FUN BIKE ON: 0839-654334



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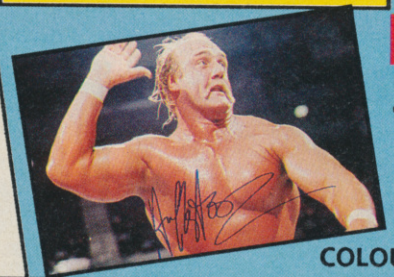
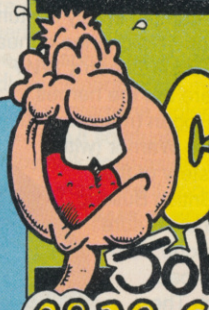
WOW



PLUS:
3 SIGNED HULK HOGAN RUNNERS-UP COLOUR PHOTOS

JOKES



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BILLY BUTT ABUSE LINE

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ROLLERBLADES	DANIEL GREGORY, BECKENHAM.	KEYBOARD — H. TRIVEDI, STANMORE, MIDDX.
YAMAHA BI-WIZZ	A. BRYAN, KIDLINGTON.	BASS GUITAR — CLIFF MARUSSON, ABERDEEN.
SKATE PILE	GARETH HUGHES, KIRKRUSHTON.	LEAD GUITAR — SIMON SMITH, BELFAST.
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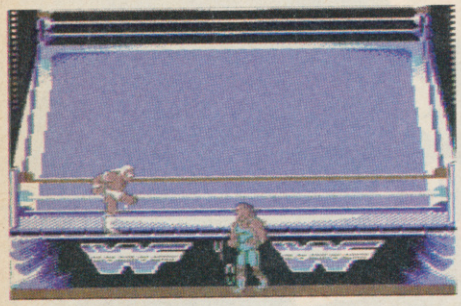
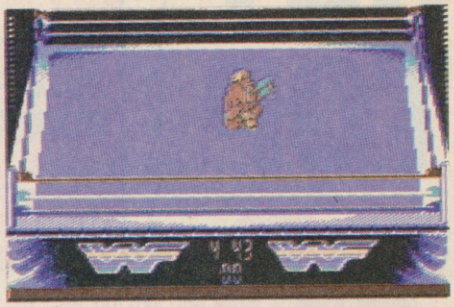
Calls cost 36p (cheap rate) 48p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Average call duration 5.5 minutes. Ask your parents permission before you call.



Groo. Hulk's a bit peeved at Mr 'so-called' Perfect for being a right old chicken. So he's decided to re-locate the bout – outside.

Looks like somebody's left their limbs in a pile. Um, or perhaps it's those wrestler fellows again. What a state!



Hulk Hogan is now looking down Mr Perfect's bottom. What the devil does he expect to find? Best not answer that, eh?

WWF

***If you think that wrestlers are just a bunch of ham actors dressed up in leotards, just try and mix it with Ocean's* World Wrestling Federation. Half-nelsons and backbreakers all round – it's fight time, grapple fans...**

Uh, oh. I wasn't looking forward to this. I really wasn't. For a start I hate wrestling. While everyone else watches the exploits of Big Daddy and Giant Haystacks unfold in the ring, not to mention seeing the wrestlers themselves uncoil from some of their barmier contortions, I get down to something a bit less confrontational. And then there's my doubt about wrestling as the subject for a computer game. Remember all the wrestling games which have gone before? No? Well there you go...

But now I'm a changed man. Wrestling big men with daft names, in silly costumes. That's where it's at. This change of heart is all down to one thing – Ocean's *WWF*.

For a start there are the heroes. Controlling Hulk Hogan (master of the pile drive), Ultimate Warrior (with his inimitable mastery of the gorilla press) or British Bulldog (the power slammer) is sure to appeal to everyone. And then there are the bad guys – Mr Perfect, The Warlord, Million Dollar Man, The Mountie (stop smirking at the back there) and Sergeant Slaughter. Don't laugh. Just because these guys look stupid and have daft names, it doesn't mean they're softies.

Playing one player against the computer pits you against the five successively tougher big guys. Should one of them pin you a couple of times, it's back to the drawing board.

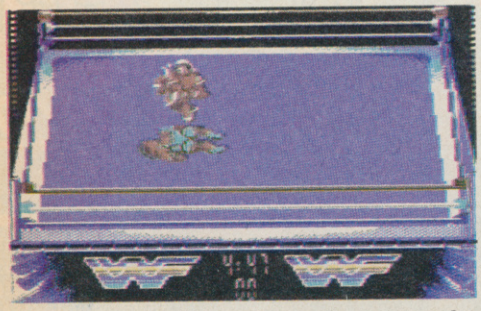
The game itself looks good. The main ring covers just one screen – there's no fancy scrolling here – but the play area is more than ample, and there's even the opportunity to conduct fights outside the ring (just like the real thing). The wrestlers themselves move fluidly and very much like their real counterparts. Each of the moves looks convincing and the fighters tangle brilliantly.

This individuality is carried through to their levels of intelligence, preferred moves and of course their special moves. Even the computer opponents display intelligence (is this a wrestling contradiction or what?) and learn to avoid certain moves if they come up against them repeatedly. Playing against a human opponent is wild enough, but pitting muscles against the computer opponents really separates the muscle-heads from the lightweights.

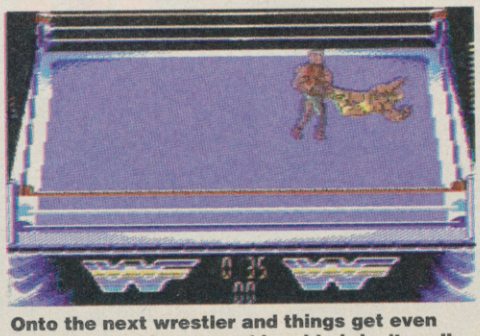
Prior to a game, there's some pretty cool intro stuff, including a few words from each of the wrestlers. As you can imagine, it's completely corny and laughable (just like the real *WWF* pre-match verbal fights) but great fun.

As is the case with most beat-'em-ups the success or failure is largely dependent on the control system used. Learning when to use what is the secret to success. Rebounding off the ropes and flying into your opponent, or belly flopping on him from one of the corner posts soon becomes second nature.

One masterstroke was the decision to use that old-fashioned waggle-the-joystick-from-side-to-side-as-quickly-as-possible system. If the two wrestlers end up in a lock, the outcome is decided by sheer joystick waggling. The result is that, after a couple of bouts, the sweat really begins to pour and the arm muscles ache like hell. It almost feels like you've just been taking part in the real thing. Getting pinned to the floor also involves bouts of physical exertion, this time on the fire but-



Ha, got you now. With a few swift presses of the joystick fire button, my guy turns the other wrestler's rib cage into lumps of chutney.



Onto the next wrestler and things get even tougher. Floating around in mid-air isn't really all that effective.

Hey, that's cheating! That's not a special move, it's a downright dirty one. I'm not going to stand for this. Heeeeeelp!

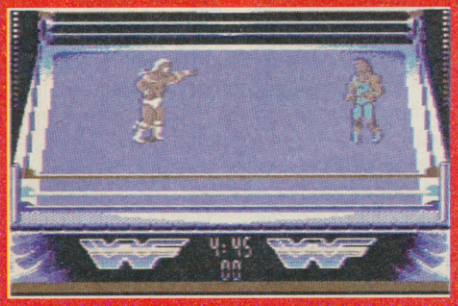
Good guys gallery

This is the one and only Hulk Hogan. Hogan is a good guy through and through. With a special super sexy pile driver move, he's the obvious first choice for any player.

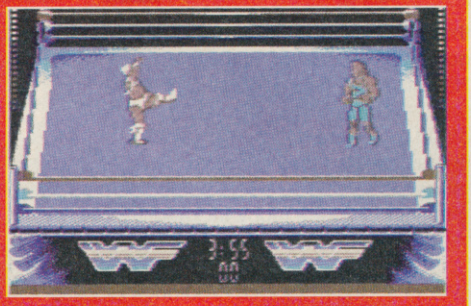
Ultimate Warrior isn't quite as sexy as Hulk, but his extra special move is the gorilla press, and he's good at it. UW even sounds like he's named after a computer game, doesn't it?

British Bulldog is British through and through (in a West Coast American kind of way). With his winning power slam and ridiculous haircut the bad guys just don't stand a chance.

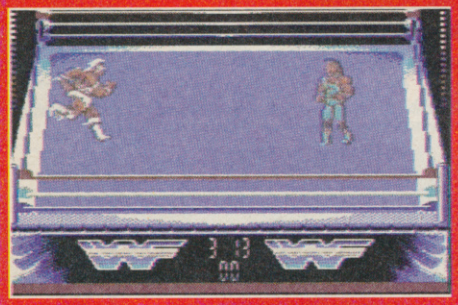
Winning in the wing



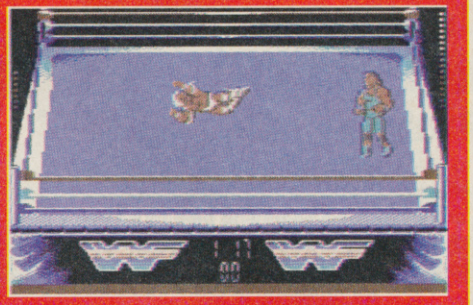
This is either the punch or Hulk Hogan is trying to remember whether he used deoderant this morning. Getting closer to the other guy comes with practice.



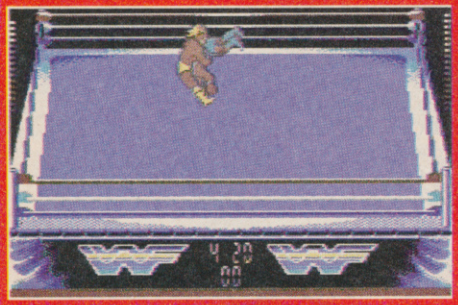
Come on girls, kick! These wrestlers may not be much cop at ballet, but Hogan's no chump. A good crippling kick brings tears to anyone's eyes.



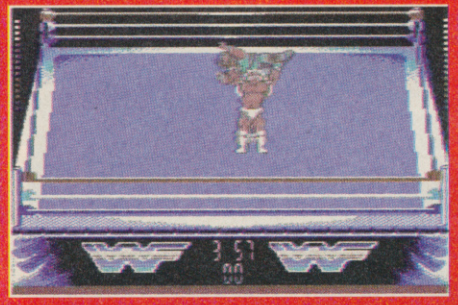
And he's off and running. Using the sides of the ring to bounce off, Hulk prepares to slam straight into that sucker. Let's hope he doesn't side-step at the last minute.



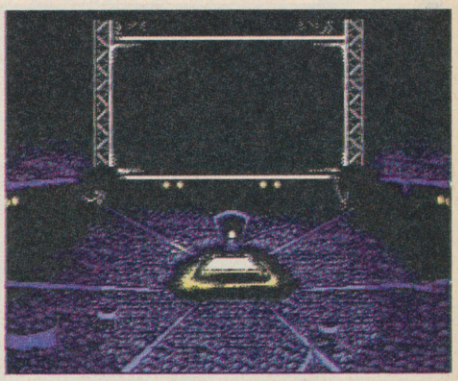
Oh dear. Hulk mis-timed that belly-flop. Check that the opponent is already flat out on the canvas before attempting this move – it'll work so much better.



Hulk's special move is the ultra-cool (and slightly violent) pile driver. This involves picking up a wrestler and smashing his face into the canvas. Lovely stuff.



Just look at those pectorals. Hulk does a spot of weightlifting while proving himself king of the ring. That's what you're looking for at the end of a bout.



Ladies and gentlemen, welcome to *WWF*! Tonight we've got two ridiculous geezers in dodgy suits beating hell out of each other.

ton. After playing *WWF* I can definitely say that this is not utter rubbish. Several rounds of intense wrestling left me too knackered even to make a cuppa. Wow, a sports game which is just as physical as the real thing.

As you can see, I'm having a bit of a hard time finding fault with *WWF*. It's really well put together. It's as single-minded as they come, the beat-'em-up concept is as old as the hills, and it doesn't have one single redeeming feature to lift it out of that dodgy quagmire of games which have no social or moral merit.

Nope, I'm sorry Ocean, *WWF* is just a torrid, mindless celebration of muscles, macho rubbish and pantomime violence. Maybe that's why I like it so much. And, bruises from this joystick bash aside, that's probably why you'll like it, too.

MARK RAMSHAW

Game	*WWF*
Publisher	*Ocean*
Cassette	*£10.99*
Disk	*£15.99*
Release	*Out now*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- Another beat-'em up.

100

91%

- The wrestlers have real character and dumb phrases – just like the real thing.
- Five bad guys to take on – and they're no pushover.
- Cool joystick waggling and button pushing icons show just what needs to be done.
- The number of moves is just right.
- Spot on control method makes everything feel perfectly natural.
- Brilliant presentation.
- Convincing and colourful graphics throughout.
- A must for all WWF fans.
- Nice sound effects.
- Good two-player game.

...AND THE UPPERS

0

Unfortunately, these cars don't glide by, no way. They kangaroo past you as the graphics throw up as few new frames as possible.

Ready for the race ahead, San Fran Cisco cops rev their car engines. Shouldn't they be out catching crooks instead of appearing in drivel?

CISCO HEAT

Every now and again a game appears which is destined to be a legend, not only in its own launch-time but for months, even years, to come. These games are remembered long after your bog-standard top-ten hits have finally been emptied from bargain buckets around the country.

They belong the exclusive club known as 'Unbelievably Crap Games'. You won't be surprised to hear that *Cisco Heat* is the latest member of that club.

If you've played the coin-op you'll remember *Cisco Heat* as one of the finest driving games ever. Huge graphics, mesmerising speed, delightful colour, the kind of thing that makes you chuck pocketfuls of coins into arcade machines.

No, this isn't in the same class as the mega-awful Dick Tracy, but it ain't far off

When and if you play the C64 version of this game (and I don't advise that you do) you'll see one of the rarest examples of dismal programming ever. No, this isn't in the same class as the mega-awful *Dick Tracey*, but it ain't far off.

So what's gone wrong? Well, for a start it would be impossible for anyone to create a truly convincing coin-op conversion of *Cisco Heat* on the Amiga, let alone the 64 (but that's not to say that there isn't a good driving game lurking in there somewhere). Nevertheless, the programmers have unwisely decided to try just that, and so I'm afraid they were doomed to fail from the very beginning. Had they plumped for a game that followed the *Cisco Heat* plot but didn't really attempt any of the fabby tricks of the coin-op, they might have done a good deal better.

The plot is that of a race through the streets of San Francisco. You drive a police car which means you can happily honk your horn and other cars will get out of the way. It's all heavy-duty street race stuff with tons of obstacles, sharp corners and plenty of incidental detail to cope with. But the frame rate is so slow (about three or four a second, as opposed to at least twice that on a good game), the effect on the eye is unbelievably jumpy. A lampost actually seems to be jumping towards you. The illusion of movement and speed is shattered.

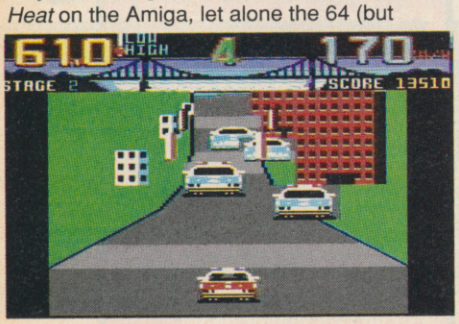
Cars are drawn on to solid grey blocks, which are invisible while the cars are on the road but as soon as these vehicles go near a grass verge, the grey surroundings are there to behold. It would be laughable, had you not just spent £15 on this nonsense.

Turning corners is simply a matter of jumping from one screen to another if you've moved the car to the corner of the screen.

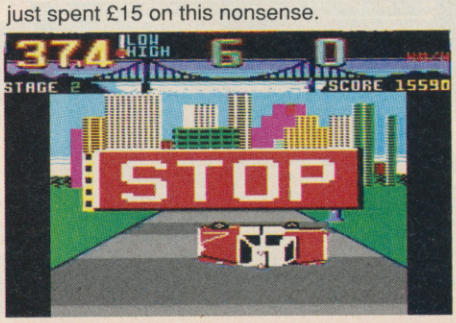
Add appalling screen detection, no sense of perspective (turn a corner, and the view doesn't change at all), very poor sound effects, and you've got one of the worst games of 1991. Steer clear.

COLIN CAMPBELL

Game	Cisco Heat
Publisher	Image Works
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	071 928 1454



Take a look at the traffic on the right. Dangerous driving aside, why do those cars carry the road onto the verge with them?



That message has got the right idea. Maybe it's time to take the command seriously before my 64 starts hating me.

POWER RATING

THE DOWNERS...

- The screen hardly ever seems to change, which is pretty odd for a supposed car racing game
- Collision detection is arbitrary when it's being good, and non-existent when it's being bad.
- Frame rate is terribly slow – possibly half as slow as a half-decent driving game.
- It's racked with silly bugs.
- There's no 'race' feeling to the game. In effect, it's boring.
- Sound effects are poor.
- Differences between various levels are pretty difficult to spot.
- Cars ands buildings have been drawn badly.
- Cornering is a joke.
- Everything else.

100 – – – – – – – – – –

12%

0

- Erm, it comes in a nice box.

...AND THE UPPERS

STORM

SALES CURVE

DOUBLE DRAGON III

THE ROSETTA STONE

TRADEWEST

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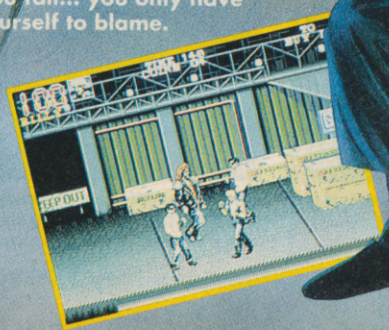

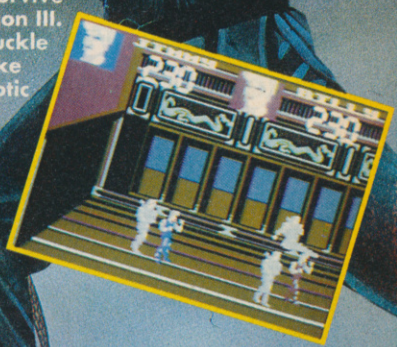

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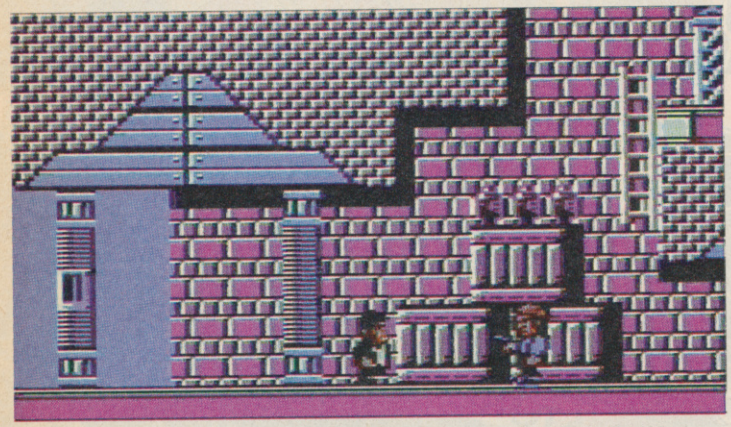
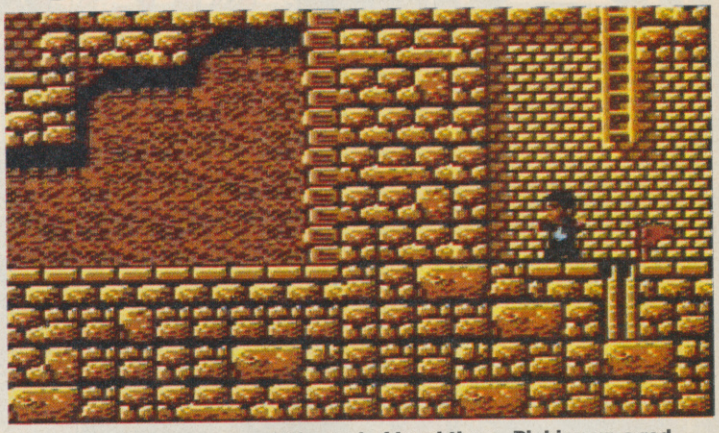
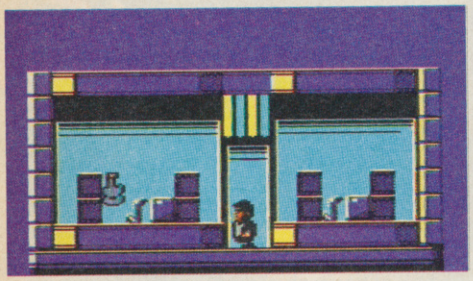


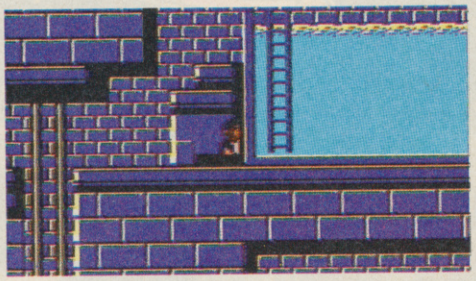
Another street punk ready to put your lights out with that pistol he's carrying. Fortunately, Blues Brothers are good at ducking and diving.



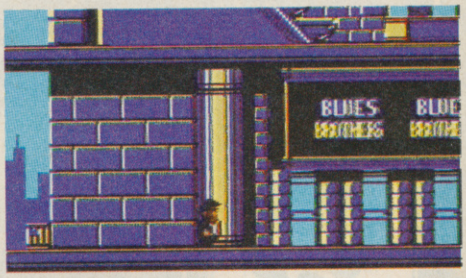
After a hard bash, we reach the end of level three. Picking up a red end-of-level flag sees in level four. Is this easy or what?



There it is, in the flaming window of the music shop. Get the guitar and you can head straight for the end of the level.



The Blues Brothers is packed with platforms and lifts and, well, lots of mind-bogglingly strange ways of getting around.



The shopping mall is the first level. Along the street you'll find shops you can enter and recover even more of your record collection.

THE BL BRO

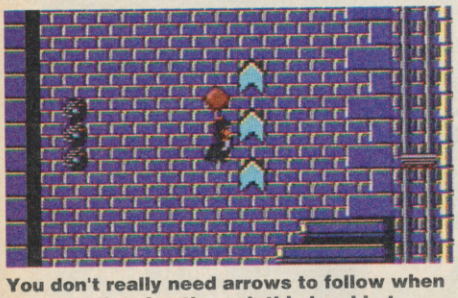
Before the show begins, we'd just like to say that every console game needs somebody, even if it's these two trouble making mayhem machines. Palace has put characters and code together – and what a mix they make...

After a long, long wait, those troublesome soulmates *The Blues Brothers* are making an appearance on a C64 near you. What could they up to now? Have they finally swapped concert hall antics for console action? Not quite. They've got a gig to do on your computer and they need your help to do it. They've lost everything they need in order to stage this concert. Somehow, their guitar, microphone, amp and a couple of other pieces of stageshow paraphernalia have been scattered across town. With your help, Jake and Elwood intend to get them back.

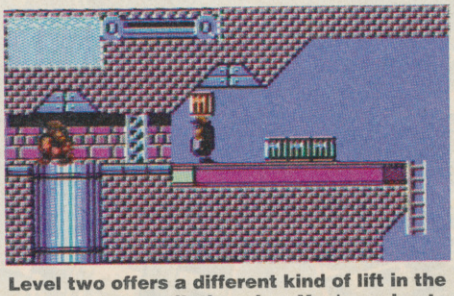
Town consists of six levels. You can see five of them on a map screen that pops up at the beginning of each level. The sixth is a carefully hidden bonus level. You play through the levels in a predetermined order though, so it doesn't matter really. Each level contains only one of the items Jake and Elwood need.

Once you select Jake or Elwood (or both, should you want to play with a friend), you set off on a mission full of danger. Apart from the cops – who shoot on sight and take autographs later around here – there are razor-wielding skinheads and grannies in shopping trolleys to contend with (this town sounds like a great place to visit on your holidays). Fortunately, both streets and rooftops are littered with crates which you can hurl at the moral majority. This has the effect of squashing them completely and keeping them out of your way for good.

But this is a screamer of an all-direction scroller and there's a lot more to do than go on a box frenzy. There's a whole load of



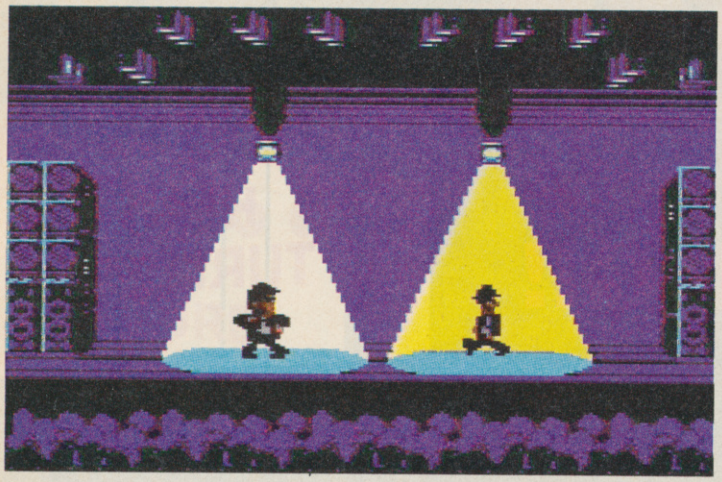
You don't really need arrows to follow when you're ballooning through this level but watch out for when it bursts.



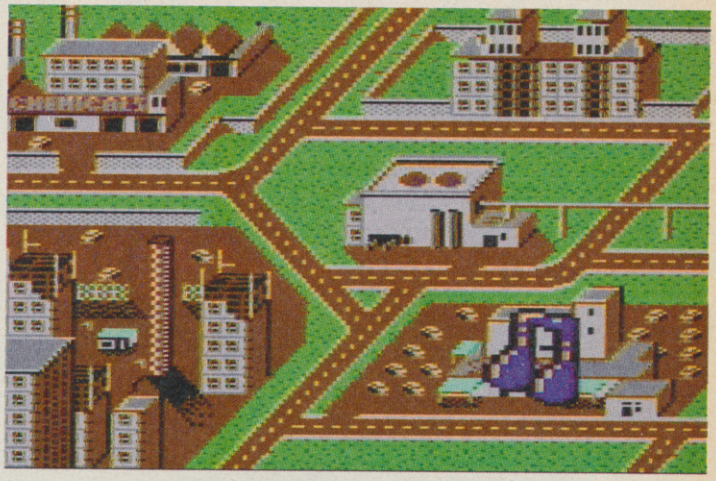
Level two offers a different kind of lift in the form of that ventilation pipe. You're going to have to remove Mr Misery first, though.

The railway station in particular reminds you of something along the lines of *Rick Dangerous*. Except that it isn't.

To all of you, from COMMODORE FORMAT, January 1992



So glad you made it. Now are you going to play Jake (left), Elwood (right) or both of them (cor, that sounds good).



This pretty pointless screen shows each level as one part of Town. When you finish a level it gets crossed out.

BLUES BROTHERS

other stuff to collect, including records of course (the gig wouldn't be the same without them), extra lives and mystery bonuses. The mystery bonuses can add points or subtract them – ouch! Some bonuses force your be-boppin' buddies to dance on the spot – even if they're being shot at or razored at the time.

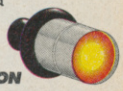
Some inventive modes of transport enable you get to otherwise inaccessible locations. A limited supply of balloons takes you to the rooftops in level one, for instance. In level two, an air intake sucks your sprite up a storey (yeuugh). Ungainly it might be, but if it gets you to the top...

The graphics are what J & E would have called 'something else'. The scrolling is as smooth and seamless as you can imagine and the Jake and Elwood sprites carry an awful lot of detail. The bad guys (and grannies) are equally well drawn but they're few and far between, to begin with at least. Games gurus are going to find *The Blues Brothers* little of a challenge until they're about a third of the way through. Even then, they might be able to plough on ahead without ever really using their joystick skills to the limit.

But the gameplay is balanced. There are times when you can cloud hop and float down collecting discs, with an umbrella so you can grab more, if you're smart. Why these guys' records are hanging in mid air in the first place is the kind of question you don't stop to ask when you get into the rythmn. If you've ever driven a *Rick Dangerous* sprite around your computer screen, you'll know what I mean. Time to refine your technique until you get every single slice of vinyl back, if you want.

The soundtrack is yet another computer rendition of Peter Gunn but the arrangement is different to the one in *Spy Hunter*. The sound effects fulfil your expectations as well. *The Blues Brothers* has been polished in every single respect.

It's not adventurous, really. If you go for games because of their uniqueness, you might find *The Blues Brothers*' beat too laid back. But it is simply good fun to play. It doesn't improve with two-player craziness but it's still fun. There's a cheat mode which I'm not going to tell you but I didn't reach the end, anyway. I'm sure I missed a few surprises. Well, there's time for one more session.



SEAN MASTERSON

Game	The Blues Brothers
Publisher	Palace
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	071 278 0751

POWER RATING

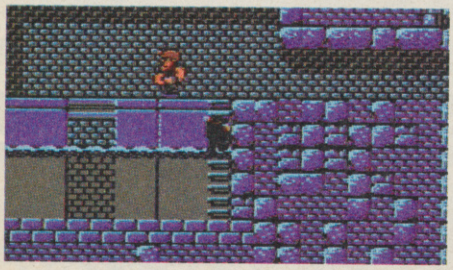
THE DOWNERS...

- Slightly sparse gameplay.

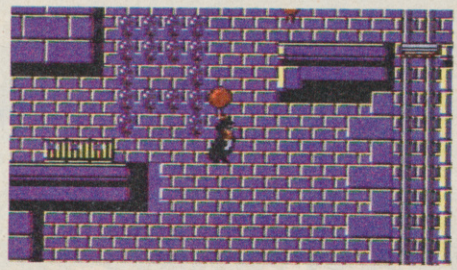
...AND THE UPPERS

- Graphics that do justice to the cult film and add a lot to the game in their own right.
- Smooth animation scrolls in all directions.
- Six very different and quite large levels.
- Colourful, detailed and feature packed backgrounds.
- Simple console action.
- Well thought out bonuses and scoring system.
- Perfect collision detection and sprite control.
- The soundtrack is chunky enough to eat.
- No end-of-level nonesense.
- Simultaneous two-player.
- Young player appeal.

100
90%
0



By all means go for a swim when the opportunity presents itself. But beware, on some levels these tanks are filled with acid.



Crates in a row, like this, are really an ammo dump as far as you're concerned. And blimey, some of my old 45s have turned up.

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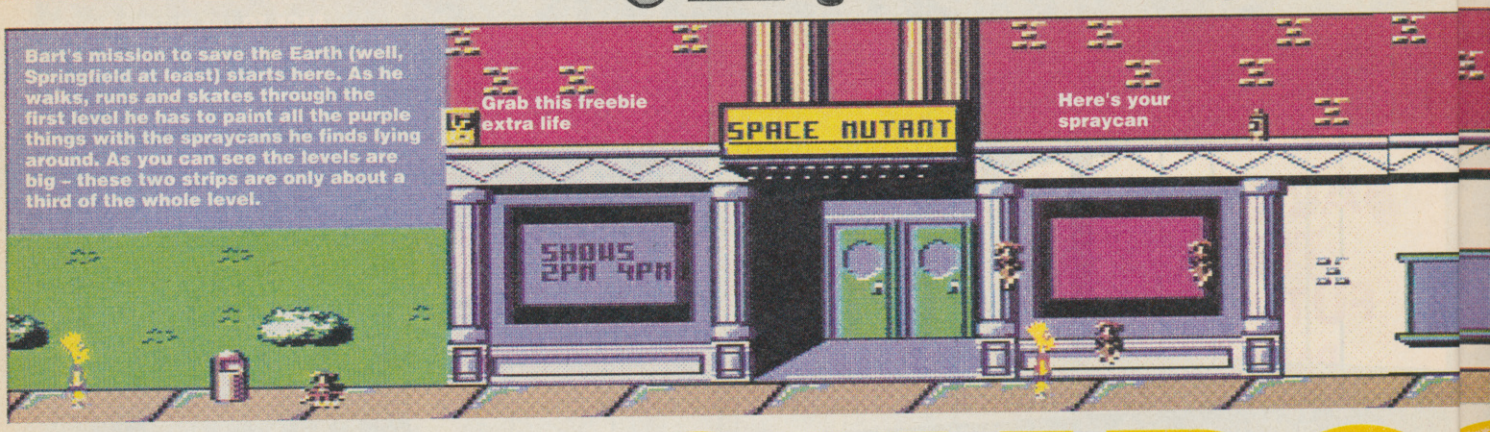


Bart's mission to save the Earth (well, Springfield at least) starts here. As he walks, runs and skates through the first level he has to paint all the purple things with the spraycans he finds lying around. As you can see the levels are big – these two strips are only about a third of the whole level.

THE SIMPSO

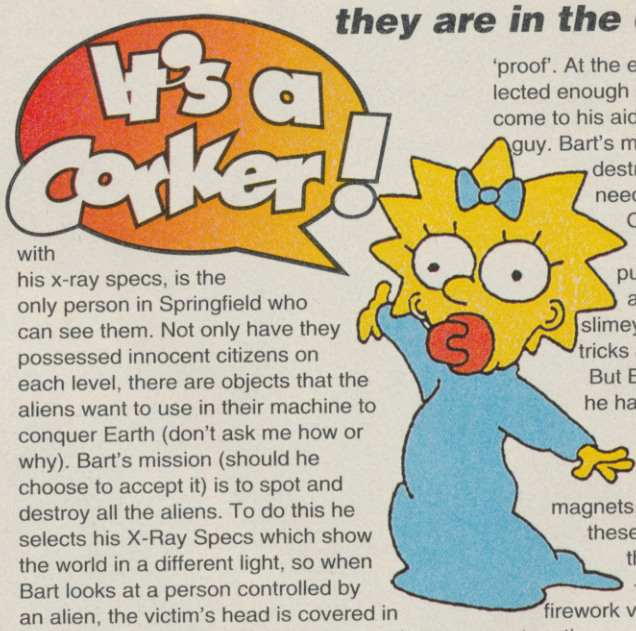
When the world's most famous under-achiever sees space mutants landing in Springfield, he's the only one able to foil their diabolical plans. But can Bart's computer capers be as cool as they are in the cartoon?

What can you say about Bart Simpson? Pop star, skateboarder, cultural icon, spokesdude for a generation and a legend in his own playtime. All this and yet half the population have never even seen his weekly showing on Sky! He may cool in the good cartoon world of Springfield, but does he shape up in C64s-ville?

We've all seen games based on film or TV characters and most of them range from decidedly dodgy to definite doggy-doo – not so with Bart. Our man himself is a gorgeously colourful character (actually he's four high-res multiplexed sprites put together). He moves well, jumps, skates, sprays and has bags of character. Bart moves are fluid – if he's running fast, it takes time to slow down, stop and change direction. The length of his jumps can be controlled although it takes some getting used to. Quite simply the Bart Man looks as cool on the C64 is he does on film.

But this is not just Bart's everyday clowning around for the cartoon fan – this is Action Bart: the dude with a mission. Space Mutants have landed *(At last! – Dep Ed)* and Bart,

Game	**Bart Simpson**
Publisher	**Ocean**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**061 832 6633**

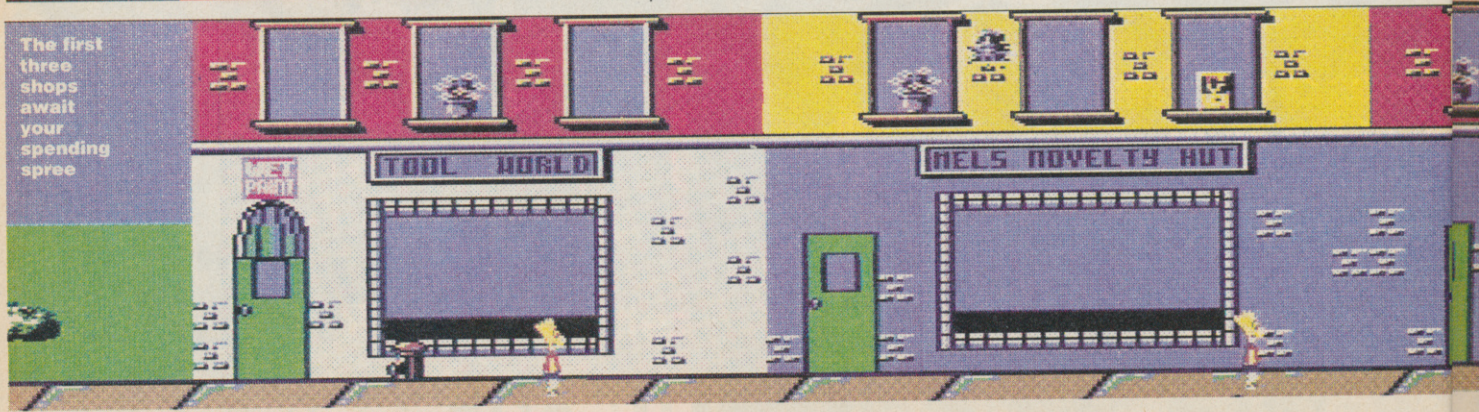


with his x-ray specs, is the only person in Springfield who can see them. Not only have they possessed innocent citizens on each level, there are objects that the aliens want to use in their machine to conquer Earth (don't ask me how or why). Bart's mission (should he choose to accept it) is to spot and destroy all the aliens. To do this he selects his X-Ray Specs which show the world in a different light, so when Bart looks at a person controlled by an alien, the victim's head is covered in waving tentacles. He can then destroy them by bouncing on their heads. In addition, every time that Bart dispatches an alien, he gets a 'proof'. At the end of each level, if he's collected enough proof, one of his family will come to his aid against the end-of-level bad guy. Bart's main task is to collect and destroy all the things the aliens need to fuel their world domination.

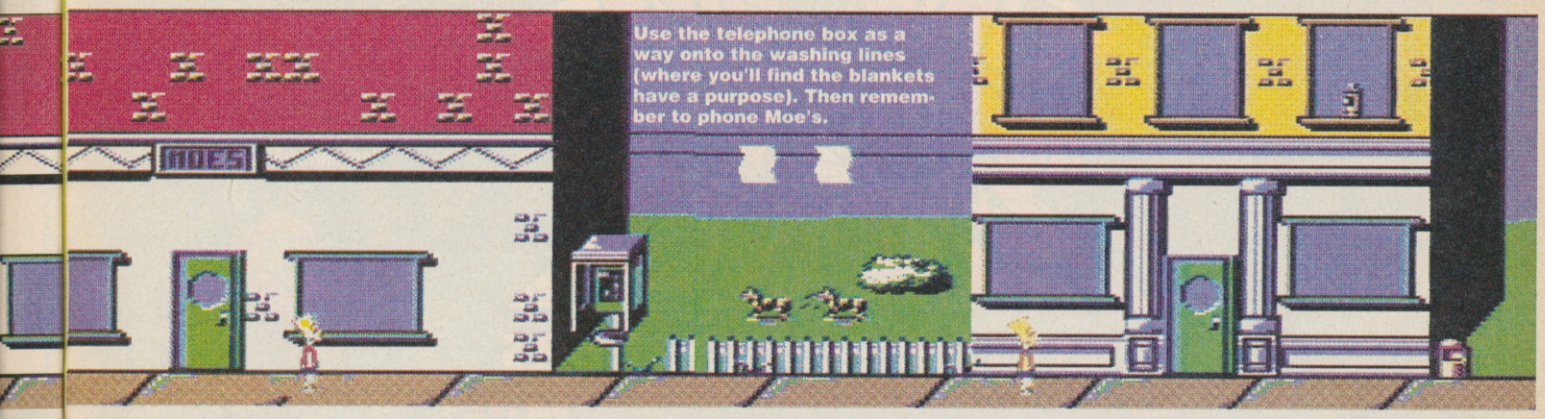
On the first level Bart takes his trusty spraycan to anything purple. Hindering him in this task are lots and lots of different slimey alien things and loads of tricks and traps.

But Bart's is equipped for the task – he has a pocketful of coins and the shops are filled with useful goodies such as cherry bombs, rockets, whistles, magnets, keys and wrenches. Most of these are used to help Bart spray things he can't otherwise reach – a well-aimed rocket (of the firework variety) will hit a purple flower pot resting on high window ledge.

The higher levels really are a challenge and it's one of the toughest games we've



The first three shops await your spending spree



ONS

seen for months. In level two, the mutants go on a hat hunt. They now need hats to fuel their world-destroying machine, so Bart has to run through the Springfield shopping mall (that's a shopping centre in English), collecting hats from passers-by to supplement the ones he finds just lying around. Every now and again, he runs into bad guys carrying painful looking missiles.

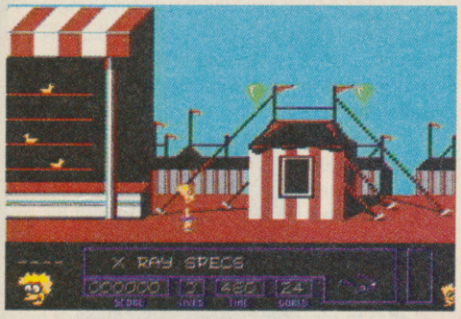
Level three takes Bart into the Springfield fairground where he has to collect green balloons, although there's also the opportunity to win extra coins on the sideshows. Once Bart has collected all the balloons, the aliens turn their attention to exit signs (?) which Bart has to collect from the Springfield museum, dodging laser beams (??) and lava flows (???). But if you think that's odd, wait for the last level – five – where Bart has to run around the Springfield fast-breeder nuclear reactor, collecting all the fuel rods and putting them safely back in the basement.

The first couple of levels are quite easy, but if you try, there's an awful lot of playing time in this game. Even after you've finished it (and even the programmers can't do it without cheating), there are loads of cheats, special effects and secret rooms to discover.

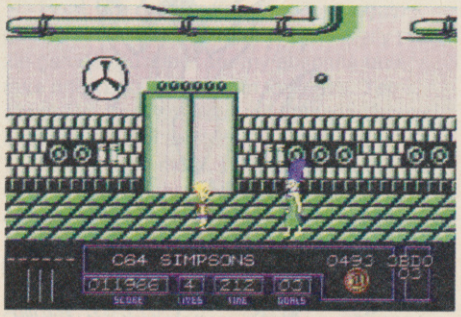
Isn't there anything wrong with *Bart Simpson versus the Space Mutants*? Well, after level two, as I've said it gets very, very hard – probably too hard for Bart's younger fans. There's no music in the game, just sound effects. But after you've listened to the pretty fab intro while the game's loading, you won't want to listen to it in the game (it really gets on your nerves)...

The graphics on the whole are excellent but some of the backgrounds (such as level 2) are minimal. Oh, and it's sometimes a bit difficult to work out what is a platform and what isn't. You might not like that.

But these are pretty insignificant compared to the colour, speed, gameplay, sexy sprites and, er, very strange sense of humour. Hats off to Ocean.



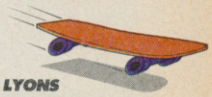
The third level features fairground fun and foolery with Bart having to collect all the green balloons. An uplifting experience...



Bart's last mission takes place in his local nuclear reactor. Aaargh! What's that horrible blue-haired mutant? Oh, it's Bart's mother...

It's a brilliant game and it's not easy to make a good game from a character licence and no plot (as Ocean themselves – and some of you – know all too well). But Bart Simpson makes his debut with the cool you'd expect from a stylish under achiever.

And what would master Simpson himself say about it? 'Buy the game, man...' We couldn't agree more. And we'd like to see Bart on the C64 again soon.



PAUL LYONS

POWER RATING

THE DOWNERS...

- Later levels are very, very tough.

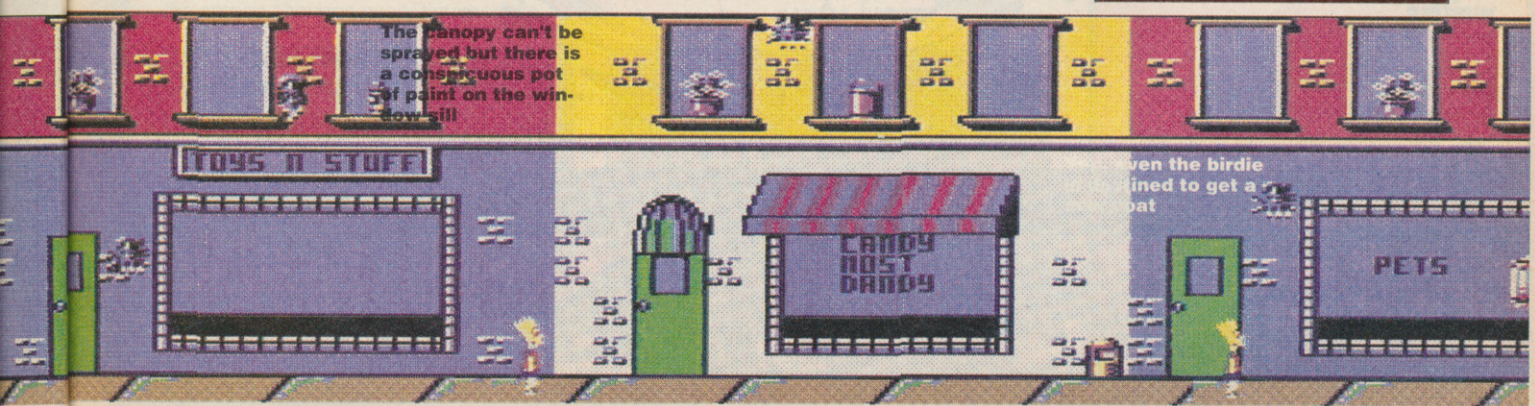
...AND THE UPPERS

- Bright graphics with excellent high-resolution, colourful multiplexed sprites.
- Super-smooth scrolling with really responsive control of the main character.
- Our hero has bags of character (like the 'real' Bart) without being too cute.
- Lovely tinkly spot effects and catchy intro tune.
- Great sense of humour.
- Has a extremely addictive, almost maddening hook.
- Very, very close to the original console game – including all the original cheats, skips and hidden rooms.
- Platforms with a difference.

100

90%

0



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CAPTAIN PLANET

AND THE PLANETEERS™

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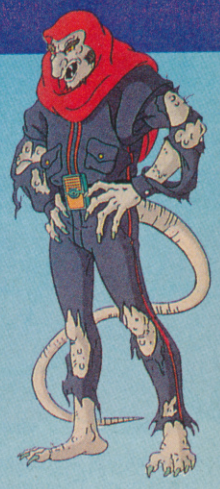
Sly Sludge™

The degenerate and toxic
Verminous Skumm™



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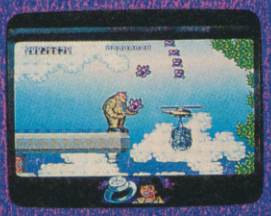
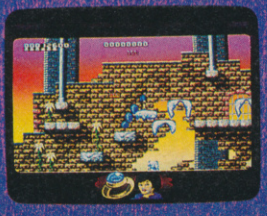
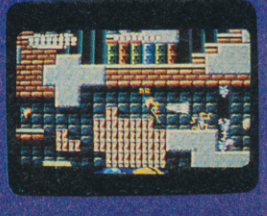






For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

TILT

Does the name *Tilt* sound familiar? It should, because a few months back Codemasters released a game with a rather similar title – it was called *Tilt*. In fact, it's more than spookily similar, it's exactly the blimmin' same.

There are a few similarities in the gameplay as well, both involve a small ball that you have to manoeuvre around a screen. In the Codies' *Tilt* this was achieved by, erm, tilting the maze so that your little ball didn't touch the sides and rolled rather nicely around the screen. In Genias'es *Tilt* you have to slide blocks around the screen. Y'see, each block contains a piece of piping and these pipes all run in different directions. There are horizontal pipes, vertical pipes, corner pipes, pipes that look like crossroads and pipes that have the beginnings of other pipes coming off them. In fact, it's a kind of pipe dream.

It's a game that calls for a bit of brainwork. In fact, it's rather like one of those plastic picture puzzles that you always get in Christmas stockings. You know! The ones that have mixed up pictures of Paddington that you've got to sort out. Yes, well...

About now you might be scratching your head and thinking – "Gosh that sounds rather like something else but I just can't put my finger on it, it's on the tip of my tongue. Golly, what is it?" Well, I'll give you a clue – pipe. Got it? Erm, here's another clue – mania. Yep! It's *Pipe Mania*, Empire's classic puzzler from a couple of years back.

This is virtually the same game, apart from the fact that *Tilt* is about a little silver ball bearing and *Pipe Mania* is all about water and plumbers and things.

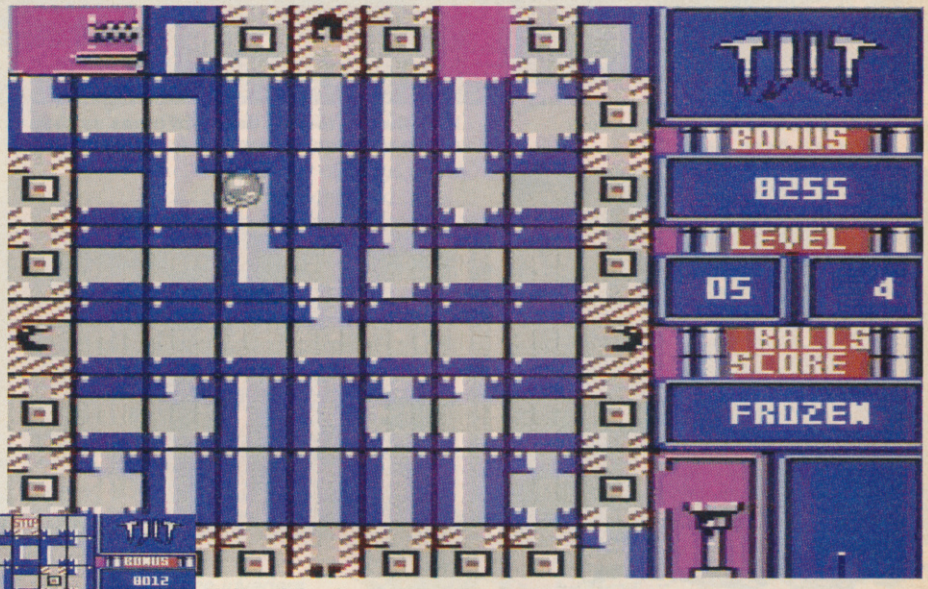
Despite being a blatant copy of another game, *Tilt* is guaranteed to keep you in your seat. Everything about it is so incredibly moreish. It doesn't look like much but then what good puzzle game does? There are 50 screens to get through and you're up against a clock, so even the earliest ones ones get you all flustered. Initially, you'll lose all your balls after just one screen but keep on going and you'll begin to get the hang of it.

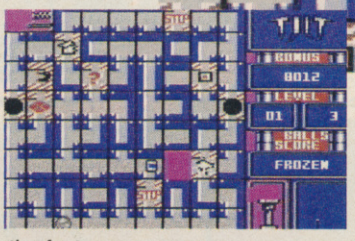
Once you've managed to get your ball from the top left to the bottom right of the screen you'll be able to do the same next time. Well, in the earlier levels you can. Later on, the screen changes every time and it's just *so* hard. Bonuses are dotted around the screen but there are also innocent looking squares which eat your ball and pretend to be sorry about it. "Oh no!" they'll scream, and so will you. Bang goes a life.

Now, I've got absolutely nothing against games which look the same – especially puzzle games. Puzzlers are my absolute fave rave and I could play them for years. *Tetris*, *Stack Up*, *Pick 'n' Pile*... you name it, I'll play it. It's my kind of territory.

And, what's more, I'll play *Tilt* too. It's horribly, maddeningly frustrating, it's also compelling enough to make you press that start button again. It doesn't matter that your dinner's getting cold. Who cares if it's dawn and you have to go to school in three hours? For now, all that matters is that you manage to get through that darned level that keeps eluding you.

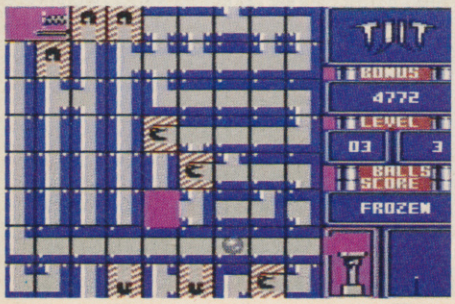
LINDA BARKER



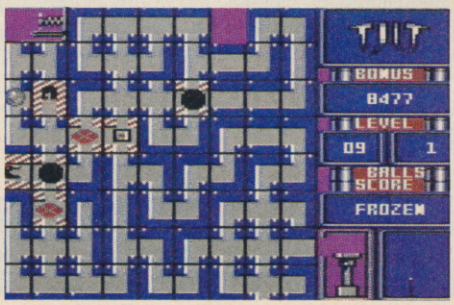


If tile sliding is your bag, this is the game for you. Don't be confused by Code Masters' *Tilt*, another good game but nothing like this.

Game	Tilt
Publisher	Genias / Linel
Cassette	£10.99
Disk	£15.99
Release	Out soon
Contact	0462 851007



Just slide three tiles left, move the second one on the right up and – aargh – too late!



Squares with chevrons on them cannot be slid around the board. Flip!

POWER RATING

THE DOWNERS...

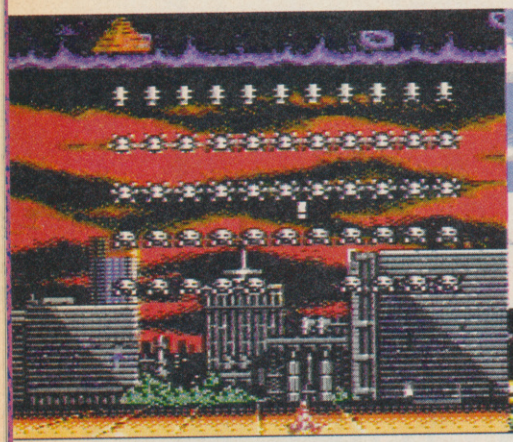
- It's so darned annoying, you'll be grinding your teeth.
- A lot like *Pipe Mania*.

82%

- Simple, and yet horrendously difficult at the same time – like all good puzzlers.
- It's fun, it's addictive, and you can always see what you're doing.
- Lots of different and difficult screens to negotiate.
- Plenty of weird bonuses for extra variety.
- Clock settings are especially challenging.
- Graphically simple, without too many useless frilly bits.
- Once you get started, it's impossible to put the game down – a fab puzzler.

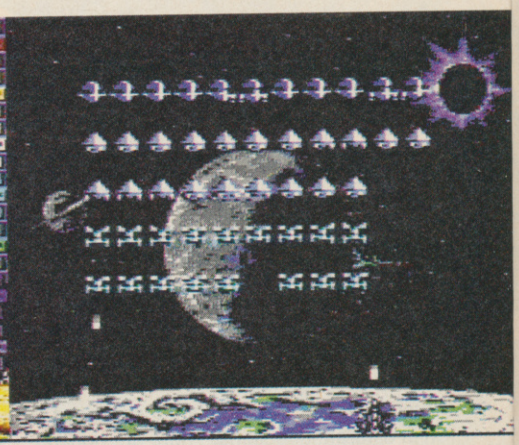
...AND THE UPPERS

100 – – – – – – – – – 0

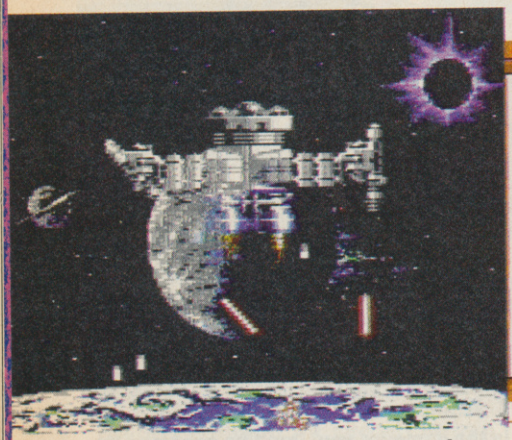


A full screaming screen load of invaders starts its decent. Keep watching.

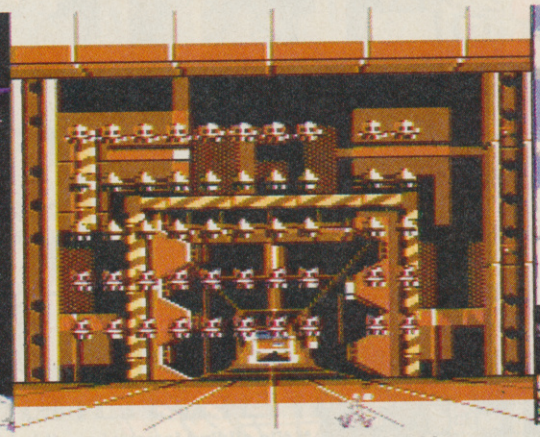
Now they're touring deserted areas so they can land in front of loonies and shout, 'Beep!'



Feast your eyes on this slice of the final frontier. Then get blasting.



Wait a minute! They were teeny a second ago. Ah, but this is nineties style invading.



When you set eyes on a screen like this you think, 'Yep, the invaders are here to stay.'

There you go, Fresian stealin' right under your nose!

SUPER SPACE INVADERS

Space Invaders are a rum old bunch and no mistake. One minute they're trying to invade the earth and the next, they're um, trying to invade the earth all over again. Now they're back with a whole mothership full of nasty new ideas, thanks to Domark's Kremlin programmers. But we're ready...

Run for your lives, it's COMMODORE FORMAT, January 1992

Space Invaders hit Planet Earth in 1978 and I remember it well. Never mind, eh? Cos now, 13 years on, I can play *Super Space Invaders* as much as I want.

Domark decided that *Space Invaders* was ace but they could make it even better. So they have. How? Well, they've retained the basic idea but added lots of extra features to bring it into the nineties and worthy of the prefix 'super'. This involves adding better backgrounds, loads more aliens, extremely nasty end-of-level baddies, wazzy power-ups and cow mutilation sequences. Spiffy.

At the start, it looks a bit like your every-day *Invaders*-style shoot-'em-up. About 450 face-like aliens move in formation across the screen and shower you with pellets. All you've got to do is move sideways, dodge the pellets, shoot the aliens and try to get the ships which float across the screen now and then. You get bonus points and, if you're lucky, a temporary, protective shield.

The basic idea is to get rid of all the aliens before they start moving downwards. Y'see, as they get closer to the ground, they get bigger. When they hit rock bottom they can just slide sneakily over to you and – ker-bamm! Your ship is no more.

After the first couple of levels the aliens start to get a bit more exciting. Unfortunately, as you progress, some of the backgrounds start to get slightly confused and it becomes more difficult to work out if that's an alien or a bit of a planet. But the more aliens you blast, the clearer the screen becomes – so just shoot, shoot, shoot.

Programmers, The Kremlin, have got some pretty weird ideas as to what aliens actually look like. I can't say that I've actually seen any aliens. I live a very sheltered life. But I've seen a few films and I've never seen an alien that looks like a house, a butterfly, a fat skier or a Playmobil man.

These strange alien peeps get more and more difficult the further you get into the

Game	Super Space Invaders
Publisher	Domark
Cassette	£10.99
Disk	£14.99
Release	Out now
Contact	081 780 2222

game but they're not half as tough as the end-of-level baddies. Phew! These really are mean metal muthas and they take ages to kill. There are ships with arms that dangle dangerously near your ship and fire at you continuously, ones that launch an endless stream of killer missiles straight at your little ship and a very strange one that looks like a cross between a buddah and a phoenix and has loads of bubbles going round and round.

The best way to get rid of these is to stay out of their line of fire and keep the fire button held down. Eventually, just when you start thinking that they're never going to go away, they'll suddenly burst at the seams in a brown and orange explosion. Lovely colour scheme.

It all sounds horribly difficult but you do have some help. If you knock out a few choice ships, you'll be rewarded with a tasty power-up. The best of these is the destroy beam which releases four lasers. These don't last very long but in their short life-span they do a tremendous amount of damage by zipping around the screen at a furious pace and completely wiping out anything they come into contact with. Another goody is the fire flower which explodes very prettily and, more importantly, kills virtually everything on screen. These extra weapons are dead useful and, thus, a very good thing.

The cattle mutilation sequence does not consist of slaughtering loads of prime dairy cattle. That's the aliens' job, matey. You have to save the cattle from the darstardly space peril. Otherwise, streams of spaceships swoop down and pick up herds of innocent frightened Fresians.

You should blast the aliens before they reach the ground but it's so tempting to let them pick up a cow. A cow dangling from a spaceship is not a sight you see everyday. The little cows chew away and the ships look exactly like the ones in the *Sunday Sport*.

I liked a lot of things about *Super Space Invaders* and there's not much about that I didn't like. But what if you don't want the guilt of buying a game when there are presents to buy for everyone else? How about dropping the words, 'I want Super Space Invaders into everything you say from now till Christmas. My advice is get a copy of *Super Space Invaders*.

LINDA BARKER

POWER RATING

THE DOWNERS...

- A bit confusing sometimes.

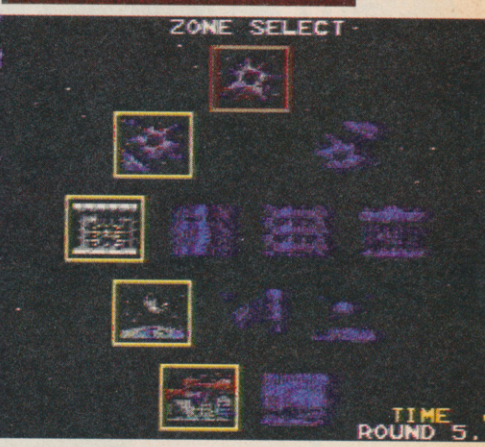
...AND THE UPPERS

- It's big enough to keep you occupied for ages.
- You're pulled in gently. At first the aliens are slow, but they speed up. In the end it's pretty difficult even for experienced alien bashers.
- Most of the time the animation is excellent.
- The aliens have been given a bit of character.
- Cow mutilation screens are an inspired addition.
- You always want to see more screens.
- Great end-of-level baddies.
- Amazingly addictive, especially considering the gameplay is 13 years old.

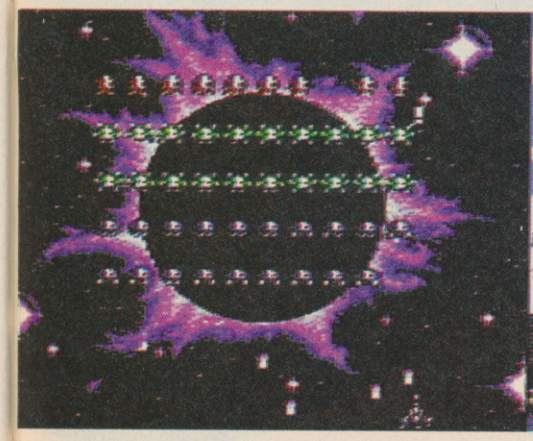
100
92%
0

Blimey! Why oh why do they want to invade Earth so much in the first place?

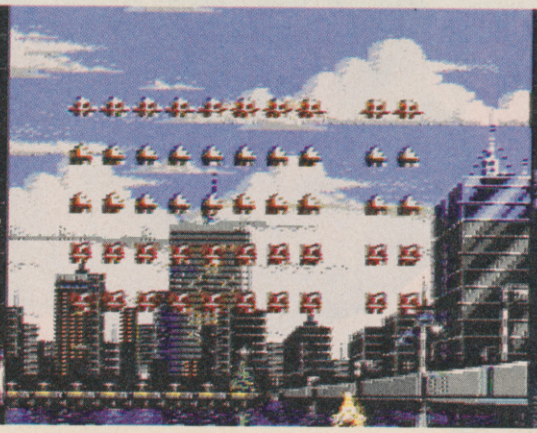
Is this what goes on in orbit? We think it is – if you're in orbit around *SSI*, that is.



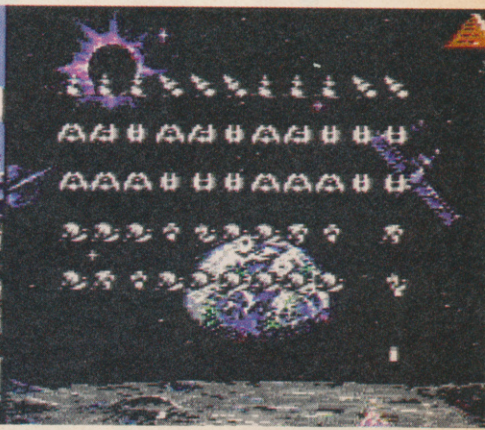
The original never looked like this. But *Super Space Invaders* is a flash piece of software.



Even a total eclipse can't stop the invaders this time around.



Imagine seeing this on the nine o'clock news. Fun, eh?

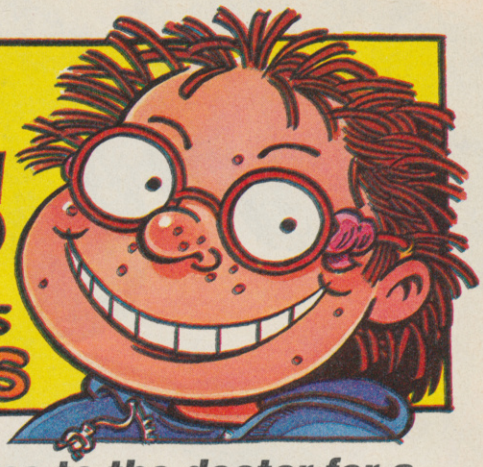


Become a loony and save the planet from as far out as its satellite.

WWF
HULK HOGAN
PYTHON
POWER

Commodore
FORMAT
GET A GRIP • THE SIMPSONS, WWF & THE BLUES B

ROGER FRAMES buys Budjit Games



Mum and Dad sent me to the doctor for a check up this month. But instead of getting out a stethoscope, he just got me to rest on a couch and tell him about the computer games I'd been playing. As if you can catch anything from computer games... I told him he looked like he could do with a fire button frenzy or two.

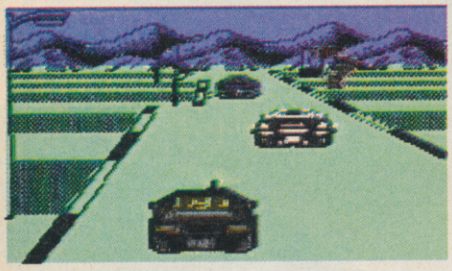
Fat lot of use this doc would be if I had something wrong with me. And if I want to relax, I play an old game or count my collection of 1991 mint two-pence pieces, not talk to someone who'd have a cardiac at the sight of a C64.

CHASE HQ

Hit Squad, £3.99

Remember when *Chase HQ* first came out? It was a milestone by the wayside of racing games. Everybody was talking about it for quite some time, until they got bored and started talking about something else. For my part, I've been waiting for it to be reduced in price before unscrewing my purse and letting in some daylight.

You're a cop with a Porsche and a gun and a plan to race around in 3D along some twisty, turny motorways until you catch up with various wrong-doers. These are conveniently marked with large arrows over their roofs (which seems to be a case of foolish over-confidence on the part of the international arms smugglers and drug dealers but so much the better). You pull them over and force them to pay you some lolly for the privilege. It's money for old rope, this crime-busting lark.



There he is! The felon escapes after Roger's attention is distracted by a shiny coin lying on the roadside verge.

The graphics are still acceptable after all these decades, the sound fine and it's all as playable as a Bontempi organ (with new batteries). Well actually it's just that bit jerky.

I'm afraid you might have to buy *Chase HQ* if only enjoy the wheeze of seeing extremely rich villainous types get what's coming to 'em. If you ask me, it serves the blighters right for driving expensive cars with huge flashing arrows over the roofs.

CHASE HQ

Put the pedal to the metal, hit the road and jolly well take extensive driving lessons. *Chase HQ* deserves you to take it home, load it up and go without sleep until you've finished it. Pity about the jerkiness, though.

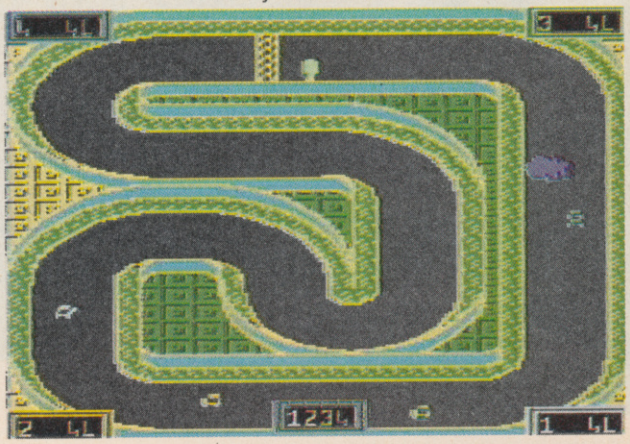
FRAME RATE 80%

3D STOCK CARS II

Challenge Software, £3.99

Stock cars have two great advantages. They're not very expensive and you can drive them to destruction. *3D Stock Cars II* tries to put this magnificent experience within your miserly reach, but I'm afraid its heart isn't in it. The trouble is, the sprites are even smaller than my infrequent donations to charity.

Including you, there are four microscopic racers vying for the 85 pence first prize, so the competition is fierce. You must try to qualify, fail, race at the back of the pack against three tiny enemies and end up coming last by trying to crash into them. I found this most effective when you travel around the track the wrong way (ho ho). Things happen slowly enough to use the keyboard if you want to.



***3D Stock Cars II*: It's a short-circuit but it won't blow your fuse, eh, readers?**

Graphics aren't really anything special and gameplay is as sad as people who have their pockets sewn up by their mums. If you only make one New Year's Resolution this year, make it 'Don't buy this game, ever'. I don't think you'll have immense problems keeping yourself to this.

3D STOCK CARS

Give it to the Army, tell them it's an indestructible new tank they wouldn't stand a chance against. Then retire to a safe distance and observe.

FRAME RATE 25%

OPERATION THUNDERBOLT

Hit Squad, £3.99

Operation Wolf gave you a railway carriage's eye view of complete carnage but *Operation Thunderbolt* lets them come straight at you. Yes, if you're afraid of men and helicopters heading directly at your face, all in glorious

This isn't much good, unless you've got a healthy aversion to gun-toting terrorists.

colour, then you'd best hide whilst this review continues. Right. That's got rid of him. You have been asked to go into a very dangerous place and shoot all the people there. And you've agreed. You must be getting paid a fortune for this.

You chug along, spending most of your time aiming a set of tiny cross-hairs at all the enemy activity in front of you. Then you open fire (with a heinous disregard for the price of ammunition). And if you're smart, you keep your trigger held down.

The action is all quick and smooth considering that there are some large sprites being moved around here. It takes a while to get into but once you're in the groove (as it were) you'll have two pints of fun with a carton of enjoyment for the weekend.

OPERATION THUNDERBOLT

Lashings of low-cost violence and plenty of action, all served with a garnishing of mayonnaise and a side-order of smoothness and playability.

FRAME RATE 83%

I gave the doc a few tips on some of the best buys and passed on a couple of my most secret cheats...

TURRICAN

Kixx, £3.99

Now here's a thing. I'm prepared to bet anyone 2p that Turrican is a harder robot than RoboCop. They're both rough, tough and covered in metal, but Turrican is the only one brave enough to go to a foreign planet and try to kill all the creatures there.

It's a big, big sideways scroller, with the emphasis on, er, scrolling. You have a powerful laser, a special jumping thruster and the ability to use any even more powerful weapons you find. So off exploring you must go (although you could load up the game and watch the telly instead, or something like that).

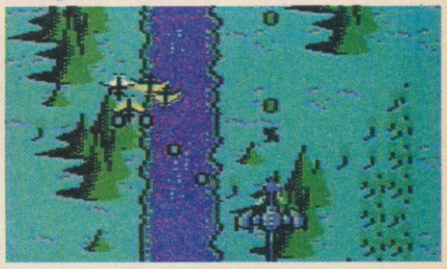
There are hundreds of aliens on the planet (and even more inside it) so the plan is to find a cave entrance to get you inside the bowels of the world, then massacre everyone you find. Any gold teeth or expensive spectacle frames you pick up afterwards are a bonus.

The classic arcade-style action is as tough as it is difficult. It's massive, too. Buy this and all your pals will say, 'He's got a copy of *Turrican*,' behind your back. And at £3.99, you can afford a smirk or two.

TURRICAN

It's got more platforms than Gary Glitter and more aliens than Johnny Morris. And it's fast, furious fun. Just make sure that your joystick is up to the challenge (you know how awful it would be to have to buy a new one).

FRAME RATE It's a Corker! 90%



Your flight away on the pretty dragon is suddenly marred by alien violence. Why must everything be so complicated?

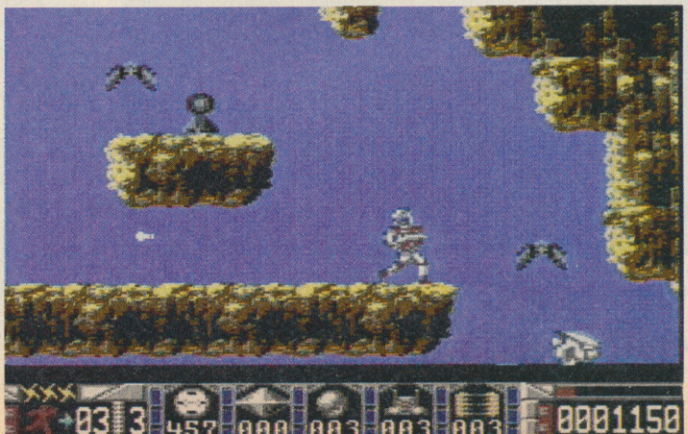
DRAGON SPIRIT

Hit Squad, £3.99

You are a rather nice dragon. (Every Christmas I say this to my Aunt Mildred but if she was playing *Dragon Spirit* it'd be literally true.) But Auntie wouldn't be interested in *Dragon Spirit* because it's not knitting, but a vertically scrolling Commodore 64 game. The idea is that you must pilot your dragon-like frame over some mountains, rivers, ox-bow lakes and glacial moraines.

But then a whole heap of aliens appear and try and bomb you. Moving from side to side and up and down the screen, you avoid these bombs and try and blow up the nasties. It's traditional Chrismas shoot-em-up fayre and it's also great.

The further you get, the nastier the aliens get. It's not fair but it makes for a lot of excitement, squealing and cries of, 'Oh rats.



Just think. Most zoos would pay a fortune for a specimen like that. I'll capture it and retire!

I've lost again. I'm only glad I'm not paying for the electricity!'

The scrolling is dead smooth and the dragon moves as fast as you'd expect but not quite as fast as you'd really like. In fact the difficulty is pitched just right, because just as you think you haven't got a hope, you get a load of collectables such as extra lives, better weapons and, er, cash handouts. Fine and dandy by me. Turn up the volume, turn out the lights, trip up as you try to find you way back to the keyboard and get to it.

DRAGON SPIRIT

Slide effortlessly over some pretty landscapes whilst blasting the life out of as many aliens as you can. If that's the rucksack you're into, *Dragon Spirit* is at a price that's right (completely free would have been even righter, though)

FRAME RATE 78%

MEAN MACHINE

Codemasters £3.99

It's time to get behind the wheel again and check out the latest fashion in big weapons to stash under the dashboard. The game's a top-down vertically scrolling course, packed with other cars which you can either overtake or blow to pieces with the aforementioned fully furnished firepower.

But the stingy old Coders have only give you a few weapons so it's not all trigger happy heaven. To relieve you of the frustration of not having two dozen different ways of turning other road users into scrap, there are plenty of little extras you can pick up along the way (the usual carriageway litter of bonuses to drive over).

This game reminds me of *Pro Power Boat Simulator* which was pretty fab. However, it doesn't remind me of that water-based racer enough to be as good. And anyway, there are only a few levels in the game as a whole. *Mean Machine* lives up to its name in that respect. (It doesn't work out too well on the pence per mile factor.). It's okay in a very average sort of way. But it doesn't give you the feeling of real driving power.

MEAN MACHINE

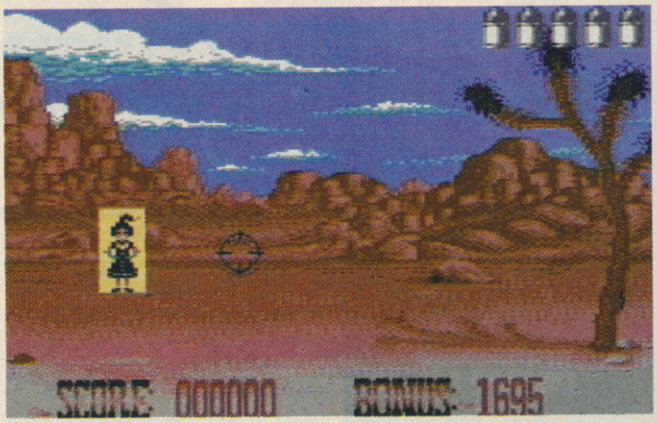
A bit of an old banger of a game that lives up to its name (but for the wrong reasons). There's not a lot to be said for this one except perhaps that it should have the letters 'o.n.o.' printed along with the price. Nearly a write off.

FRAME RATE 69%

BUFFALO BILL'S WILD WEST SHOW

Micro Value, £3.99

At 66.5 pence per game, this little six-pack could tempt fanciers of rip-roaring frontier action. The events include trick shooting, knife throwing, bronco riding (!), calf roping (!!) and a couple of other strange activities. Is bottle shooting your bag? Individually, they're all pretty dire but as a little bundle of fun it's worth a few laughs.



▲ **This isn't how the West was won but it's as close as you can get to the good old days when shoot-'em-ups were played outdoors with live ammunition. Nostalgia fans check out the graphics.**

Before I knew it, the ordeal with the Doc was over. The poor chap looked very stressed. I guess he was spoiled for choice by the time I'd finished describing all the games he could get. ▼

I particularly enjoyed chucking a knife at a whirling wheel, with some poor lass strapped to it but half the fun is hitting her; it's about the only bit of fun you get for four quid. And there isn't much going for the games otherwise. Unfortunately, these multi-game-one-tape wild west thingies involve a good deal of waiting around and thumb twiddling.

But what the heck. The simple games are a laugh, if only because they almost look appropriately dated. Some of the backgrounds are actually pretty neat looking.

I wouldn't worry about rustling up any interest in the direction of the open range. This doesn't even come in too highly as a side show worth seeing.

BUFFALO BILL'S WILD WEST...

A rough 'n' ready collection of side show favourites served up slightly cold. It might be great fun for Western lovers but some of these games look as though they were written in 1854. Personally, I'd have strong reservations (howl).

FRAME RATE 53%

Always on the case

Roger returns next month, looking at yet more ways to increase your collection of good games without breaking into that last 50p piece. (Let's hope the good doctor decides not to prescribe a long break for our stingy little chum.) Don't forget, you can find tips for all the latest budget games every month in FrameBusters. And by all means write in with your cheats (or problems) to the usual GameBusters address.

Mean machines looking slightly cheap and hogging the highway. These beasts guzzle value for money in game that doesn't get very far at all on a tight budget.

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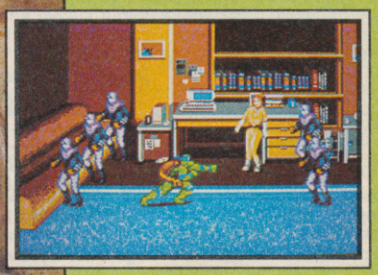

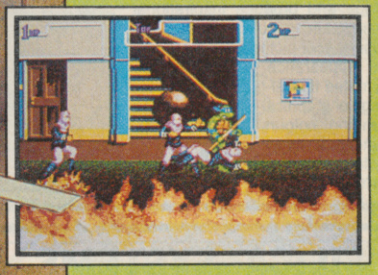

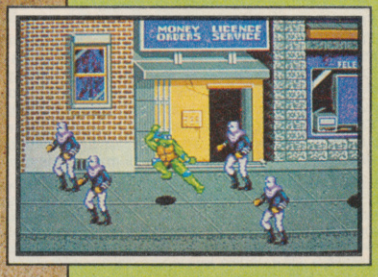

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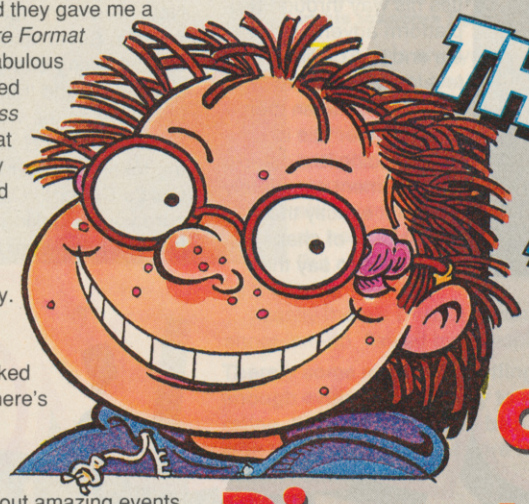

Shock! Horror! The *CF* team have finally gone mad! Yes, it's true. I was down there last week picking up this month's budget games (they won't let me work in the office after that unfortunate incident with the sherry trifle at the *CF* birthday party) – and they gave me a copy of the new *Commodore Format* 1992/3 Diary. And what a fabulous book it is. It's cunningly called *Don't Buy This If You've Less Than A Year To Live* (so that no-one knows it's your diary and they won't pick it up and read all your secrets, like where you hide the key to your wallet at night, oops).

Anyway, about this diary. Starting from 1st April 1992 and lasting til 31st March 1993 its 144 pages are packed with hard-core C64 stuff. There's an infinite lives POKE for every single day as well as lots of fabulous 'On This Day' snippets telling you about amazing events in history. For instance Sunday 10th May 1992 is the 77th anniversary of the first Zeppelin air-raid on London and to celebrate the fact there's an infinite lives POKE for *Last Ninja II*! But that's not all! There's also a special GameBusters section jam-packed full of maps and hints and playing tips for masses of fabulous games. And it lets you know exactly when the next ish of *CF* comes out – so you can read my fabulous budget reviews as soon as they hit the streets...

And all this for only £7.99, it's completely amazing. Much as it hurts my wallet to say so, all this essential C64 gen with a tape of 100 ready-to-load POKEs for less than one brown crinkley one, must be the biggest barg of the year. And it'll last much longer than any game, giving penny-pinching enjoyment well into 1993!

My advice to you is order your diary and tape now, before the *CF* team comes to their senses and whack the huge price on it that it really deserves. Order now and expect to receive your goodies before February 29th. Leave it too late, and you could be out of luck.

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100 NEW ANDY ROBERTS POKES – ALREADY TYPED IN!

This is the thing that finally convinced me that the *CF* team had gone completely bonkers. Not only are they giving out 100 brand new POKEs for the very latest games – they've put them on tape so all you have to do is load the POKE from tape before you load the game and you can cheat away! No tedious type-ins and no mistakes – every POKE works first time! Just look at this list of incredible cheats. There's *Turtles, Rainbow Islands, New Zealand Story, Batman – The Movie, Uridium, Robocop, Armalyte, Shinobi, Impossible Mission 2, Pitfall 2, Wonderboy, Ghostbusters, Operation Wolf, Days of Thunder, Last Ninja, Head Over Heels, Shadow Warriors, Double Dragon, Laser Squad, Dragon Ninja, Driller, Darkside, Castle Master, The Crypt, Stun Runner, Impossamole, Blood Money, The Untouchables, Chase HQ, Tiger Road, R-Type* – and many, many more. Just think of all those games you've put away that you'll be able to play again with infinite lives, energy and all that stuff! Just think of all that free playing time! Just think of all the money you'll save not having to buy new games to play! And the whole tape costs just £2! I think I'd better go and have a lie down....

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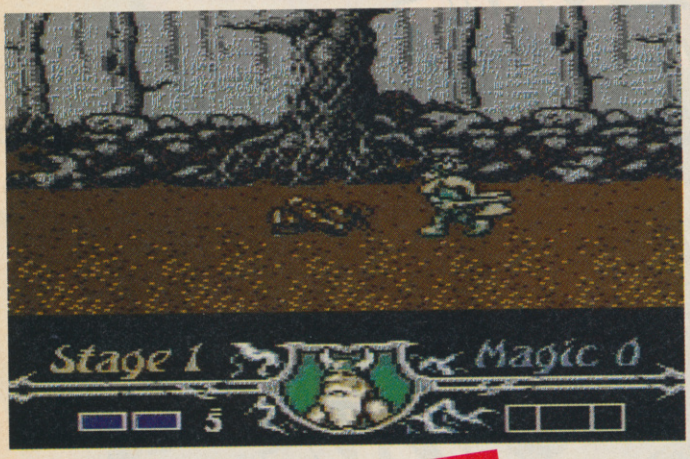


Swing your chopper for all it's worth in the delicious *Golden Axe*.

one and only Arnold Schwarzenegger. In *Total Recall* , Arnie battles his way through two platform adventure levels and two driving levels, in a quest to recover his stolen memory. Whether this is worth finding is a different argument completely (he's not exactly the most clever of chaps). But suffice to say that

CAPCOM COLLECTION

BUNDLE OF 7

Publisher: US Gold
Price: £17.99 cassette, £19.99 disk.

Now here's one for all you bloodthirsty hack-addicts. Seven slashing, chopping, slaying and attacking beat-'em-ups all in the one package – and then an excellent racing game thrown in as the welcome odd one out. If *Creatures* and *Rodland* had you dashing to the toilet with over-cute sickness, then US Gold's *Capcom Collection* could be just the cure you're looking for. Not so much niceness here as hard–core brutality.

BUNDLES OF

TOO HOT TO HANDLE

BUNDLE OF 4

Publisher: Ocean.
Price: £15.99 cassette, £19.99 disk

The majority of compilation packs bundle together games of a similar type but Ocean's Too *Hot To Handle* proves to be an exception to the rule. This is an introductory package, ideal for any proud new C64 owner or for someone who just fancies trying a bit of everything. So let's look at it first.

Kicking off is *Golden Axe*. This is probably the definitive hack 'n' slash carve-em-up. The Sega coin-op was one of the all-time greats, pioneering a whole new style of fighting games. But somehow, none of the clones captured the same gameplay hook that made the original such a huge success.

The great thing for C64 owners however, is that this conversion is as near perfect as possible and has lost none of the original's atmosphere. Even most of the superb graphics have made it across. There are a few gameplay tweaks (unfortunately there's no simultaneous two-player option) but essentially this remains the same game that put fantasy beat-'em-up action into the arcades.

Tons of baddies face the chop, to the accompaniment of sampled sounds and dreamy animation. And with a choice of three characters to play and a corking soundtrack, what more could you ask for?

Too Hot To Handle is almost worth buying for *Golden Axe* alone. But if you fancy giving your chopper a rest, then the other three games are certainly worth a look.

Super Off-Road Racer gives you the chance to get your motor running and churn up some fields – like *Badlands* but with buckets more mud. The action is seen from above, as you put pedal to the metal. Not the best ever driving game by any means but well worth a look and fun to play.

Alternatively, you could adopt the pixillated form of everyone's bulging buddy, the

No doubts about it – the best way to buy games is to pop off down the town, and tuck into a beefy compilation. Unfortunately, there are so many of the blighters, that some are bound to be dodgy. So, tune into Neil West's guide to all the best bundles around...

great graphics complement a challenge tough enough to humble even the big man himself. In fact that's the only real gripe – it really is quite a difficult game. But you wouldn't want to finish it overnight now would you?

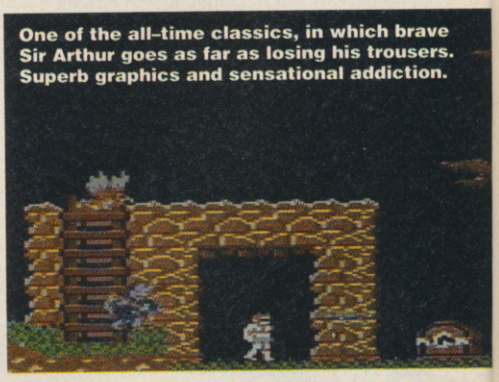
Last, and pretty much least, is *Shadow Warrior*. A mediocre beat-'em-up that lacked polish when it was originally released (yonks ago) and now looks tired and dated.

But hey, every compilation needs to include the poorest of the pack and anyway, there's still some goodly fun to be gleaned , even if it's only to relieve the frustration of consistently and abysmally failing at *Total Recall*. Moving swiftly on...

Overall, a sound collection of four varied games. OK, *Golden Axe* is the only real *bona fide* classic here, but there's still bags of fun to be had.

83%

One of the all-time classics, in which brave Sir Arthur goes as far as losing his trousers. Superb graphics and sensational addiction.



First off is the truly excellent *Ghouls 'n' Ghosts*. You've lost energy bars, you've lost lives and in your time I'm sure you've lost some epic battles. Now prepare to lose your trousers. Yes, this game is the reason for any cries of 'Hey, that bloke's got no strides on', you may have heard down your local arcade.

This is a classic coin-op that really captured the public's' imagination, following in the footsteps of its predecessor *Ghost 'n' Goblins*. The action is fast and furious, with your hero scuttling and often streaking (let me explain, if Sir Arthur takes a hit, he loses his armour and is left in his Y-fronts) his frantic way through level after level of zombies, vultures and magical baddies of all shapes and sizes. Smooth graphics and addictive gameplay – a great title.

LED Storm is the sole pacifistic offering to be found in the *Capcom Collection* but it's an excellent game all

A racing rush in *LED Storm*.

Strider takes on yet another horror in his icksome fight against slime.

Still, there's always *Forgotten Worlds* (a competent beat-'em-up coin-op conversion), *Dynasty Wars* (take on eight levels of enemy infantry on horseback!) and *Last Duel* (a bog-standard but entertaining two-player shoot-'em-up romp) to explore. OK, so none of them particularly shine. But at least one out of the five should light up your fire.

Lastly there's *UN Squadron*. A standard shoot-'em-up, flawed by uninspired design.

There's some mediocre stuffing in here, but enough evidence of quality to warrant a high rating. It's definitely set to be a big hit with the huge legions of gore loving action-fiends.

79%

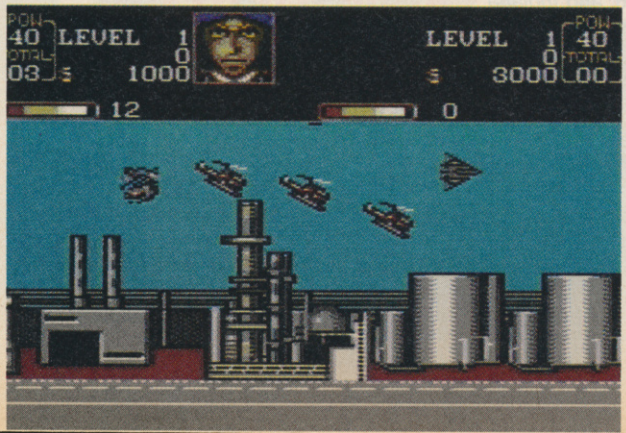
FUN

Fast space-age fighting in *Last Duel*.

the same. Based on the ancient arcade game *Burnin' Rubber*, this one has you sprinting through nine levels of hugely a playable game. The unadventurous from-above perspective works superbly, making this an oldie, but a real goldie.

Strider and *Strider II* completely fail to emulate the atmosphere of the classic coin-ops, but it's unfair to write them off completely. These two solid arcade beat-'em-ups offer slick graphics but only limited depth, (that said, they are extremely popular).

Plenty of horseplay in *Dynasty Wars*, as you take on the enemy infantry (the clots).



***St Dragon*, a novel shooter in which you play the part of a dragon with attitude problems.**

MAX

BUNDLE OF 4

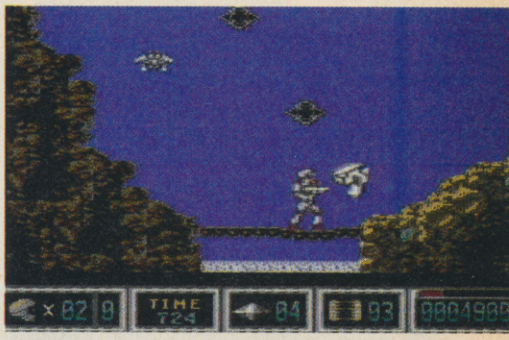
Publisher: US Gold
Price: £17.99 cassette, £19.99 disk.

The original *Turrican* was a great game but *Turrican II* surprised everyone and pushed the C64 even further. Morgul (the baddie) is back so there's only one man to call. The result? An absolute cracker. Everyone knows that old Andy Dyer was a bit on the – well, 'thicky' side – but he was spot-on when he gave this game 96% almost a year ago.

Turrican II demands a lot from the player. This *is* a tough game. At some points it's a puzzler – mapping your route takes time and concentration. And at times it's a pure reflex-straining, adrenaline-pumping blast-'em-up. There's a neat surprise around every corner, and it never gets boring.

A whole Argos catalogue full of power-ups, some of the baddest baddies you ever did see and a slick control mechanism are all chucked in. And these are spread over 12 gigantic levels of some of the best multi-layer parallax graphics ever. *MAX* is all the more worthwhile for this corker's inclusion.

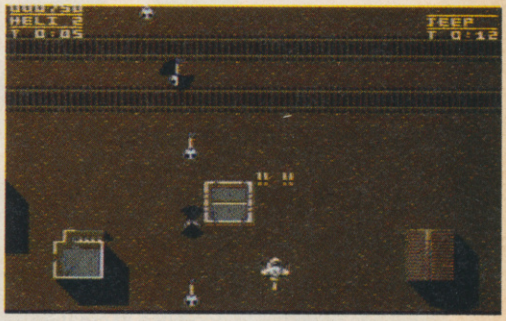
Ok, *UN Squadron*, let's put a stop to some naughtiness.



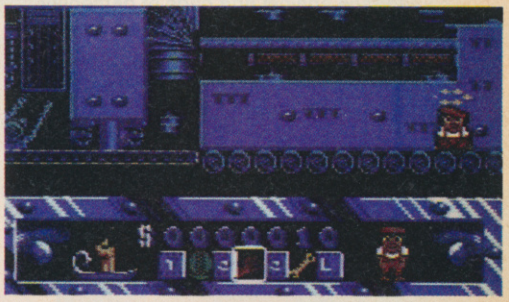
***Turrican II* is one of those rare games that's actually better than the original.**

But what about the other three? As I've said, there's always one poor game in a bundle and, although *St Dragon* is a reasonable game, it's definitely the ugly sister of this collection. The best thing I can say is that it's a standard shoot-'em-up with mediocre graphics. So let's quickly move onto…

SWIV – because it's one of the best blasters ever, though a lot of people still haven't even tried it. Now's your chance to sample the gorgeous graphics and enough



Perhaps the definitive horizontal blaster. SWIV simply oozes class. A cracker.



As caretaker it's your (very difficult) job to keep the factory running, in *Night Shift*.

explosive action to make bonfire night look like a couple of burning embers by comparison. You control either a buggy or a chopper (a simultaneous two-player option allows both on-screen at once).

A groovy soundtrack accompanies the non-stop action as more and more baddies learn of your heroic dash through enemy territory the hard way. There are only four levels but, not only are they big (each one is 41 screens long), they are chocked to the brim with cannon-fodder. Mindless, violent and not at all 'in tune with the spirit of the 1990s' – *SWIV* is one of the best baddie-blasting romps you'll ever play. If, however, you fancy something to test the braincells as well as the trigger finger then check out *Night Shift*.

This is another huge game, set over 30 levels of action. Play either Fred or Fiona and get to work. There's a factory to keep running

and you're the chap (or chapess) who's been lumbered with the job. It's now your job to dash around various corners of the factory keeping the works trouble-free.

It's a dirty job, of course. The password system is essential for getting you through the levels because there's no way you'll finish this in one sitting. One for the pros.

There's a lot of gameplay crammed into four games. If you reckon yourself as a good gamer, get stuck in. 89%

***Super Monaco* is still a great 3D racer.**

SUPER SEGA

BUNDLE OF 5

Publisher: US Gold
Price: £17.99 cassette

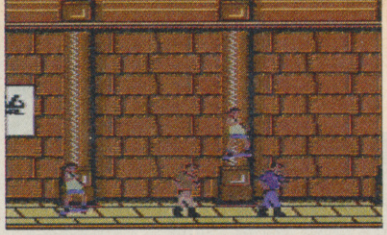
On the starting line we have *Super Monaco GP*. Forget the coin-op and just think of this as a perfectly reasonable driving game. Yes, the glorious graphics of Sega's fab money-swallower have practically been abandoned, leaving just plane single-layer parallax horizons.

But this is no bad thing, the memory saved has been put to good use in creating a very smooth 3D driving effect, with lots of cars to race against and bags of gameplay extras. It's tough to master, but a few hours getting to grips with *Super Monaco GP* proves to be rewarding – not to say great fun. So give it a try. Now that Nigel Mansell's blown it someone's got to keep the waggon rolling for Britain.

OK, so you've burnt some serious rubber and fancy a different challenge. Enhanced Special Weapons And Tactics – that's what you need when a city's under siege, and you're just the man to deal 'em out in *ESWAT*. To look at, *ESWAT* is a pretty standard platform shoot-'em-up. But despite the mediocre appearances (fans of the coin-op will recognise the levels, but only just).

Sega's clever game design still provides an addictive hook to keep you coming back for more. Two players can take on the baddies simultaneously through all 15 levels.

***Shinobi*, a sort of fore-runner to *Shadow Dancer*, and almost as good.**



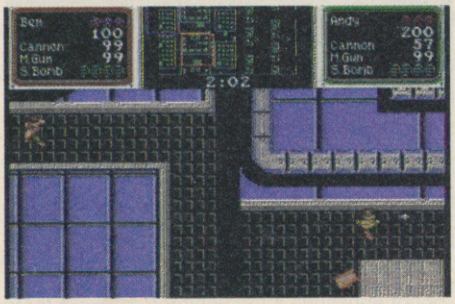
Oh no, it's *ESWAT*.

Another nice touch is the progressive difficulty tuning – blast through the early levels with pleasure but it gets very tricky later on. Collect different weapons and take time out to explore. There's a lot to be discovered.

Next up is *Golden Axe*, a great game if ever there was one – a real classic. You can also find Gillius Thunderhead and Co. in Ocean's *Too Hot To Handle* compilation. Check out the details there but it's worth saying again – single player hack 'n' slashers don't come much better than this brilliant Sega coin-op conversion.

Another coin-op great comes with this collection, in the form of martial arts game *Shinobi*. It's as near to a flawless arcade-to-C64 conversion as you're ever going to get. And then there's *Crack Down*. A viewed-from-above shooting and exploration game that's competent enough but easily overshadowed by its four companions. Still, don't let the one poop spoil your party).

Make like your 64 is an arcade machine and enter the glorious world of mayhem. Sega at their coin-opish best all in one box. Hurrah and all that eh? 86%



Two-player arcade-action in *Crack Down*. It's tough, but well worth making the effort.

CHART ATTACK

BUNDLE OF 5

Publisher: Gremlin
Price £14.99 cassette, £19.99 disk.

Ghouls 'n' Ghosts is a fantastic game, and is also available on US Gold's *Capcom Collection*. But here we also have *Super Cars* and *Lotus Esprit Challenge*, two of the best driving games ever.

Super Cars is a racing game with superb animation and glorious graphics viewed from overhead. It's got huge depth – loads of add-ons, loads of opponents and nine different tracks. There's not much more to say, except play it and you'll be hooked!

Lotus Esprit Challenge is a corking 3D driving sim putting you at the (expensive) wheel of a (you guessed it) Lotus Esprit Turbo. Soup up your car as you progress through the levels and race head-to-head with player two. Graphics you could frame and dreamy control make this game simply superb.

Cloud Kingdoms is a respectable arcade puzzler, a nice contrast to the rest of the games in this compilation while *Impossamole* continues the adventures of Monty Mole. OK, so perhaps it's not as original as its predecessors but it's still a fun platform–exploration game nevertheless.

A fantastic compilation that really offers something for everyone. Three of the best 64 games bundled with two respectable titles. A real peach. 90%

The also rans

OK, so overall those were the best five. But there are a number of other compilation packs around that offer just as good value for money – it's just a matter of checking out which include the games that particularly take your fancy...

SUPER HEROES

Publisher: Domark
Price: £14.99 cassette, £19.99 disk.

Here you'll find the excellent *Robocop* and *Last Ninja II* – two cracking games worth investigation. Unfortunately *The Spy Who Loved Me* isn't really that good, and *Indiana Jones* is particularly poor. 78%

MOVIE PREMIERE

Elite

Teenage Mutant Hero Turtles, Gremlins II, Back To The Future II and *Days Of Thunder* – four of the biggest film licences ever. But unfortunately there isn't one great game between them. A great pity, but it's so often the way isn't it? 52%

AIR / SEA SUPREMACY

Ubisoft
Price: £14.99 cassette, £19.99 disk.

Four old but competent simulations make this ideal for die-hard fans of the genre. But then they'll probably have these games anyway. *F-15, Carrier Command, Silent Service, Gunship* and *P-47* add up to a lot of hours of games playing. Not for the uninitiated. 65%

ADDICTED TO FUN – NINJA COLLECTION

Ocean
Price: Not yet fixed.

Features the awful *Double Dragon*, the competent *Shadow Warrior* and the excellent *Dragon Ninja*. Really a case of the good, the bad and the ugly. Nice at the price, but the dogs mean it doesn't come recommended. 54%

IMPULZE

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RACE WITH THE STARS IN
Ramsay Street

Neighbours

Impulze presents the game no-one else dared bring you...

On a hot Ramsay Street day there's nothing better than slipping a few burgers on the Barbie and challenging your friends and Neighbours to a lighthearted race. Naturally everyone chooses their favourite vehicles. Henry the gardener rides his souped up grasscutter and mechanically minded Charlene scoots around in a nippy go-kart.

Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.

COMMODORE 64

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Blimey, don't back issues sell out quickly! All those classic early issues (1-7) are out of print for good. Now they've been joined by issues 10 and 13. Even issue 14 is already in low supply. So, to get your hands on any of the issues we've got left, fill in the form below – or a photocopy of it – with your name and address and pop it in an envelope. Don't forget your cheque or postal order for £2.20 per issue (or £3.45 per issue if you're ordering outside mainland UK). But make your order soon.

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● CF8 – PREDATOR EXCLUSIVE

First *Predator* and *Viz* reviews. Full games: *Mean Streak* and *Top Duck*. Demos: *Predator* and *Elvira*. Gamebusted for the first time: *Last Ninja II*, *Nightbreed*, *Creatures* (part 2 of a three part walk-through).

● CF9 – FANTASY SPECIAL

Five roleplaying games PowerTested: *Hero Quest*, *Ultima VI*, *Death Knights of Krynn*, *Gauntlet 3* and *Wrath of the Demon*. On tape: *Zamzara*, *Bulldog* and demos of *Hero Quest* and *Fire Power*. Also *Turrican* map part 1.

● CF11 – TERMINATOR 2

Switchblade and *Over The Net* demos on tape with *Pitfall II* and *Lightforce*. *Terminator 2* previewed in an Early Warning Special that includes *Out Run Europa*, *Speedball 2* and much much more!

● CF12 – SPEEDBALL 2

Demos on the cover tape – 21st century sport sim *Speedball 2*! After the injury time, cute-out with *Rodland*, build up with *3D Construction Kit* and *PP Hammer* away. The classic *Spindizzy* is the complete game to top this fab issue!

● CF14 – THE TURTLES COIN-OP

Check out the chelonian coin-op convo on our cover-tape. Try out *Tilt* from Genias, get your teeth into *Aliens* and *Terror of the Deep*. Inside: *Hudson Hawk* and *Toki* plus *Robocop 2* and *New Zealand Story* mapped.

● CF15 – HORROR OF HORRORS

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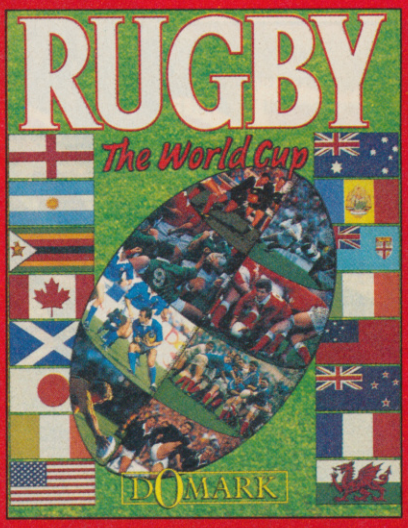

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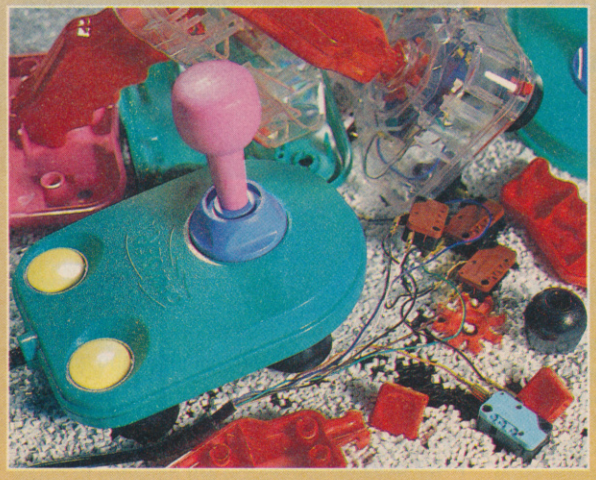

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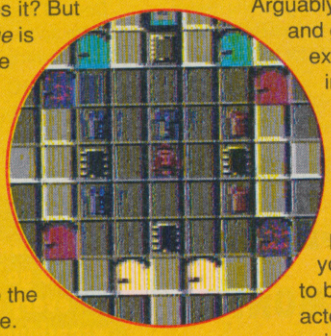
CF's all time TOP TEN ESSENTIAL MEGA GAMES

The C64 has the best range of games you could ask for. But what if you're a new C64 owner? We asked old timer Mark Ramshaw to come up with 10 games no C64 chum should be without...

CHIP'S CHALLENGE

Publisher: US Gold
Price: £9.99 tape, £14.99 disk

A puzzling maze game with miniscule graphics and poor scrolling. Doesn't sound much like a recipe for success, does it? But one game of *Chip's Challenge* is enough to convince all but the most miserable of gamers. When it comes to fiendish puzzling, nine out of ten smart alecs prefer *Chip's Challenge*. Maybe it's the 140 screens. Or perhaps its the wonderful difficulty curve which rises from the easy-peasy early screens to make the later levels an utter nightmare. Or maybe it's just the devious devices and traps out to stop the player from negotiating the bizarre mazes.



Just one of the challenges facing young Chip. 139 to go...

Whatever it is, *Chip's Challenge* makes a refreshing change from all those arcade-clones and shoot-'em-ups. Sit yourself down with a hot cup of tea, load *Chip's Challenge* and prepare to exercise that old cerebelum.

There's nothing quite like a game which makes you devise unbelievably complex solutions when one simple move would do.

ULTIMA VI

Publisher: Mindscape
Price: £25.53 disk only

Arguably the deepest, most-satisfying and generally the best role-playing experience around, this sixth installment in the *Ultima* series is big. Very big in fact. So big it requires lots of silly disk accessing, but don't let that put you off. Persevere with the loading awkwardness and dig past the mediocre graphics and you'll find a whole world waiting to be discovered, a galaxy of characters to converse with, and a universe of puzzles to be unravelled. So much more than your average RPG (role-playing game), *Ultima VI* combines elements of wargame combat, exploration, character interaction and fantasy role-playing to offer something which is so much more than the sum of its parts. Playing *Ultima VI* for any length of time is akin to stepping in to an entirely new world. Long-term *Ultima* fans will be re-acquainted with old friends, while new converts to the mythical world of Brittania will soon find themselves immersed in the law of the Avatar.

It's a game to really lose yourself in, so book an extensive holiday before you start playing, by candlelight.

Here be all strange manner of monster... and people talk funny to when you're playing *Ultima VI*. It's catching.

RAINBOW ISLANDS

Publisher: Ocean
Price: £9.95 tape, £14.95 disk

Rainbow Islands continues the story of *Bubble Bobble*, telling the tale of Bubby's quest through the Rainbow Islands, in a quest to defeat the Prince Of Darkness, collecting treasures along the way. Whereas *Bubble Bobble* had weird firepower in the form of bubbles, *Rainbow Islands* offers a more psychedelic experience, the player using little rainbows to defeat the nasties, and also as temporary platforms. As befits the title, *Rainbow Islands* is one colourful game, capturing the near-lurid feel of its big arcade brother splendidly. Covering several very different 'theme' islands (each with radically different but ever-strange opponents) – from toy to horror to candy – *Rainbow Islands* offers the best platform fun available, giving the player the perfect balance between typical Japanese-style animation and downright meaner than mean gameplay.

SMASH TV

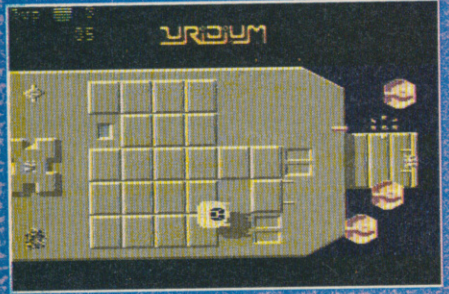
Publisher: Ocean
Price: £10.95 tape, £15.95 disk

One of the best arcade games ever gets ported onto the humble C64 and the result is total carnage. The flavour of the original is captured perfectly, in a game which reproduces practically everything but the two player mode. Anyone who can remember the ancient (but rather jolly good) *Robotron* arcade machine will have a pretty good idea

URIDIUM

Publisher: Hewson
Price: CF covertape issue 7

One of the C64's finest moments. The closest there's been to a real arcade-like experience. From Andrew Braybrook, the man behind *Paradroid*, playing *Uridium* is an instant way to get the adrenaline glands pumping. Frustrating in the extreme but ruthlessly addictive with it, *Uridium* is a shoot-'em-up, pure and simple. Scrolling horizontally in both directions at breath-taking speed, the player controls a lone fighter cruising above a fleet of space stations, inflicting damage on the stations' superstructure (the very same ones which appear in *Paradroid*, fact fans) while fending off heavily armed and rather vicious groups of enemy fighters, and then landing on the space station to initiate nuclear meltdown. It may not sound like the ideal material for the best scrolling kill-'em-all around, but *Uridium* has stood the test of time and remains the best remembered and best of its type. And boy is it fast. Featured on *Commodore Format*'s covertape, there shouldn't be a single owner out there who hasn't got it.

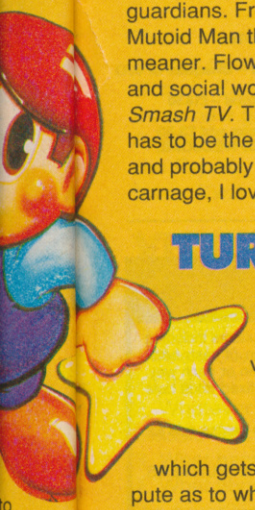


Mould breaking the Braybrook way. *Uridium* will fill a vacuum in your collection, no problem.

Snaffle those prizes if you can. But you risk life and limb in arcade bedlam in *Smash TV* from Ocean. Come on down!

of the screen-by-screen warfare which awaits the unsuspecting player. Forget the superfluous plot which takes its cue from *The Running Man*, this may be a game with 'big money, big prizes' but the core of the fun is violence, it's as simple as that.

Fifty wonderfully lethal screens await, each one sealed until the player has annihilated the required number of droids, snakes, tanks, Mr Shrapnels (rather large men with a penchant for exploding), and thugs. Just for a touch of variation the occasional screen can be found, where some frantic collection of prizes boosts the score quite considerably. And then there are the end-of-level guardians. From the near-indestructible Mutoid Man they just get bigger, better and meaner. Flower arrangers, ballet dancers, and social workers need not bother with *Smash TV*. The rest of us can revel in what has to be the finest arcade conversion yet, and probably the best C64 game ever. Total carnage, I love it.

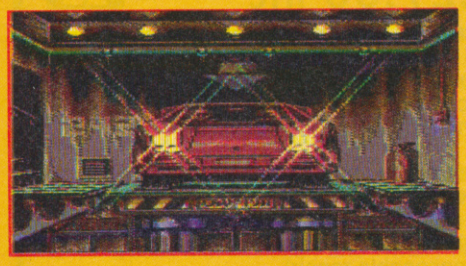


TURBO CHARGE

Publisher: System 3
£9.99 cass, £14.99 disk

Turbocharge boils down to a very single-minded and utterly exhilarating wild sports car ride onto hostile freeways, blasting hell out of pretty much anything which gets in the way. There's some dispute as to which is the best racing game on the C64. Some go for the pure driving of *OutRun Europa*, while others plump for this more violent racer.

It comes down to just how psychotic you are – which is why I've plumped for this one. *Turbocharge* does have a plot, but let's face it, nobody cares about trivialities like that. What the people want is high speed action with guns blazing – and *Turbocharge* certainly delivers. A cool little intro leads into the on-road action, and from here there's no turning back. The mission to put an end to terrorist activities (while taking in the scenery) has begun. Neat touches like the way the road forks into two (one way being a dead end), and the tunnel sequences just add to the pizzazz of this top tyre squeeler. With more speed than a very fast thing indeed, some of the best sound effects to grace the C64 and both road and airborne enemies to deal with, *Turbocharge* looks and feels like nothing else.



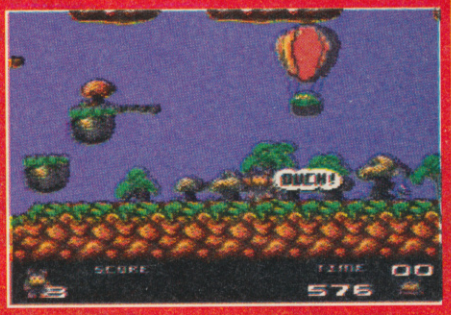
How could anyone resist steeling these wheels? Well you don't have to. Test drive 50 grand's worth of car on your C64.

CREATURES

Publisher: Thalamus
Price: £9.99 tape, £14.99 disk

A 'cartoon game' is how Thalamus describe *Creatures*, and they're not far off. While it's not exactly Disney, and the animation is pretty much limited to teeny little sprites, *Creatures* is a game to raise a smile right from the off.

There's no mindless violence here. Sure, there's blasting to be done – but it's all good cute, harmless blasting. Even the hero – Clyde Radcliffe – uses a fairly neat weapon to blast the baddies. Forget machine guns and all that. Bad breath is where it's at for Clyde. One blast of his firey breath is enough to stop an elephant in his tracks. Creatures comes out on tops for sheer speed, cuddliness and – hey! – where else can you control a critter called Clyde?



Fuzzy savin' fun makes this Thalamus original one of the best arcade adventures around. You'll fall off your chair laughing.

NEBULUS

Publisher: Hewson
Price: (Heat Wave compilation)
£12.99 tape, £17.99 disk

Wild, weird and wonderful are just three words beginning with the letter 'W' which describe *Nebulus* pretty accurately. Imagine a small green frog-like blob, whose task in life is to ascend towers via a minimal set of platform structure, destroying them when he reaches the top, then zooming off in a submarine to the next tower. Moving around them causes the whole tower to rotate – a real visual treat. And then there are the nasties.

This motley bunch of bouncing meanies can make Pogo's life hell. They don't actually kill Pogo outright, but send him falling down the tower, his fate thrown to mercy of the platforms below. Destruction of a tower results in Pogo taking part in a sub-game, literally. In his one-blob submersible he must wade through an aquatic bonus round, and then it's on to the next even more infuriatingly devious tower. For masochists everywhere, *Nebulus* is the ultimate in total addiction.

KICK OFF 2

Publisher: Anco
Price: £9.99 cassette, £14.99 disk

For the best in two-player competitive sports games, nothing compares to *Kick Off 2*. If you love football, get *Kick Off 2*. If you hate football, get *Kick Off 2*. It's as simple as that. What, you want to know more? Oh, alright then. Using an overhead, close-up view of the action (with a handy long range scanner for a bigger view of player movements) *Kick Off 2* is novel in pretty much every respect.

Its control method for a start is pretty strange. Whereas some footy games let the ball stick to a player's feet like glue, *Kick Off 2* actually makes the player run with the ball. Careless dribbling will send the ball flying. It's this weird system which makes people either love or hate *Kick Off 2*.

Some say it makes the game play more like hockey. Others think that it's the best control system since sliced bread. In the end it comes down to personal taste, but the frantic speed, close reproduction of the rules, and the sheer challenge of trying to beat the computer can't be denied. My advice is to try it out before you buy but a couple of minutes of furtive footwork on its pixelised screen should be enough to convince you that *Kick Off 2* is the best sports sim around today.

PARADROID

Publisher: Rack-It
Price: £2.99 tape only

Paradroid reigns supreme when it comes to original concepts. Even its metallic graphic style spawned a thousand imitators but its bizarre looks and gameplay have never been surpassed. Guiding an 'influence device' around dangerous space stations, the player must merge minds with the more powerful sentry droids, via a puzzle-cum-reactions sub-game, thus gaining more firepower and making mind-merging with powerful droids that bit easier.

Everything is viewed from above, using a now famous graphic-style, with inertia and minimalist sound effects creating a cat-and-mouse feel. It sounds completely weird, and it is. But there's been nothing like it since its release over five years ago. A landmark in C64 gaming history, it's still essential.

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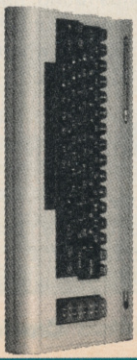

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BUSY DIZZY

Dear TMB,
Are Codemasters going to realise any more of their *Dizzy games*?
Michael Burns, Inverness

There's a compendium of old and new games coming out any time soon. Called *Dizzy's Excellent Adventures*, it features three new games – *Spellbound Dizzy, Prince of the Yolk Folk* and *Dizzy Down the Rapids*. Also included are the old faves *Kwik Snax* and *Panic Dizzy*.

VIC READS

Dear TMB,
I have a few questions which I would like you to answer:
1. Are there any Vic 20 emulators available for the 64?
2. Whatever happened to the series, A-Z of Classic Games?
3. What happened to Inside Info?
4. What about having disk PowerPacks on the cover?
Heage (sic), Derbyshire

Quiver at the almighty intelligence of The Mighty Brain. Go all wibbly at his omnipotent powers of thought. And then test his very big ego by asking plenty of splendidly difficult questions. Write to TMB, Commodore Format, 30 Monmouth Street, Bath BA1 2BW...

1. No, it's too close to being a pointless exercise commercially. It might have been done by someone in the Public Domain.
2. Er, we got to Z!
3. Even *er*-er, it's still here!!
4. It's a great idea in principle but (puts on business-like tone) the costs involved would be prohibitive. And the vast majority of 64 owners use tape based machines.

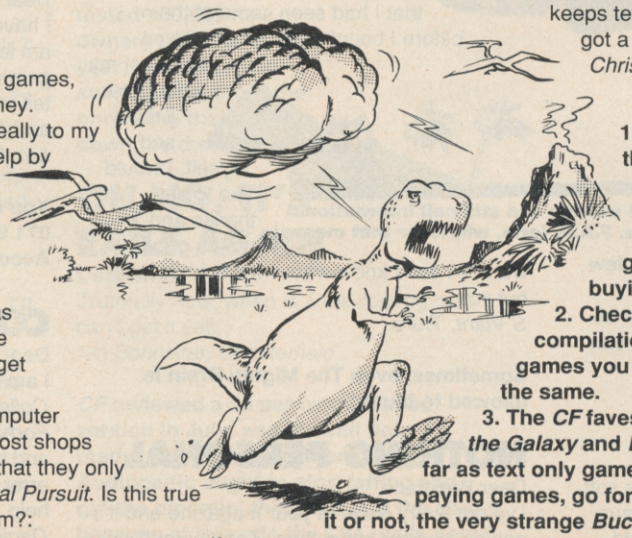
YO! MARIO

Dear TMB,
Now look here, you nasty little octopus. I, that's me for short, have a couple of questions to throw at you.
1. Just why are Nintendo so tight er... fisted that they won't let us have the *Mario Saga*? (Blub-blub.)
2. I went to buy *CF14*, looked at the reviews, ah, no *Final Fight* review. What's happening?
Clive Varley, Dewsbury

1. Obviously, they're afraid that the 64 is just too groovy for 'em. If *Mario* comes out on the 64, why buy a Nintendo?
2. 'Fraid those thicky reviewer chaps just missed it in *CF14*, forgot about it in *CF15*, and have attempted to redeem themselves by reviewing it this issue.
So, hurrah (I think).

WILD AND FREE

Dear TMB,
I recently purchased a C64, with a few games, secondhand for a small amount of money. Unfortunately none of the games are really to my taste or my wife's. Please could you help by answering these questions:
1. Years ago in my life, I used to own an Amstrad, for which I had at least two good games. One was *The Wild Bunch* from Firebird and the other was *Run for Gold* (I don't know who this was by). Can you tell me if these games are available for the C64 and where I can get them from?
2. I recently went down to the local computer stores to see if I could get *Scrabble*. Most shops didn't have it in and one even told me that they only do it in a pack with *Monopoly* and *Trivial Pursuit*. Is this true and if not where can I get *Scrabble* from?:
3. Can you recommend any good adventure games as my wife keeps telling me to buy some, but I haven't got a clue where to get any.
Chris Bird, Hull



1. *The Wild Bunch* never made it to the C64 but *Run for Gold* (published by MacMillan) did. However, it's long been deleted and you've as much chance of getting hold of it as you have of buying a pet Tyrannosaurus Rex.
2. Check out Beau Jolly's *Leisure Genius* compilation. It does include those other games you mention but it's a good buy all the same.
3. The *CF* faves are *The Hitch-Hikers Guide to the Galaxy* and *Deadline* (Infocom, disk only), as far as text only games go. But if you want to try role-paying games, go for *Heroquest* (Gremlin) and believe it or not, the very strange *Buck Rogers in the 25th Century* (US Gold, disk only).

CARTOON CAPERS

Dear Mr Brain
Or can I call you Almighty? I have thought up some evily hard questions for your outstanding intellect to fend off.
1. Mr S Pearsall (that's me) would like to be a cartoonist. He would like to do some animation on his 64 but he doesn't know where to get his mitts on a decent animation package, where you can animate a character or object and make it move.
2. Why don't Gremlin (maybe there's a chance...) make an action game out of *Space Crusade*, if they've still got the licence?
3. On the subject of RPGs (roleplaying games), why doesn't someone make a game from *Warhammer* or *Warhammer 40,000*? They would make great action or strategy games – or both.
4. What is the team's fave software house?
Scott Pearsall, Brixham

1. Some sprite editors do have basic animation capabilities but none of them are much cop. The problem is that the 64, for all its cuddliness, simply doesn't animate well unless you program it specifically.
2. It's an excellent idea but licence agreements tend to be extremely unflexible on such matters.
3. The Games Workshop (which produces the excellent *Warhammer* board and table games) were considering C64 versions of their games a couple of years ago. But the deal never came together so it's not looking especially likely.
4. The team don't have a fave publisher. We love our games too much to fall into that trap.

NO TIME FOR A TIME LORD

Dear TMB,
1. Which is your absolute favourite Code Masters' game?
2. Is the excellent *Parasol Stars* coming out on the 64?
3. Are there any *Doctor Who* games out?
Jonathan Sothcott, Lewes

1. I'm afraid I'm a bit of a sucker for all those *Dizzy* games.
2. Give it at least six months. It should be worth the wait though. This one could be the best game ever...
3. Unfortunately, the Doctor has never made it into the C64 space/time continuum (unlike me, so he can't be all that smart).

F.A.B.

Dear TMB,
1. Where can I get *Thunderbirds* (the game) from, if I still can?
2.Is the Action Replay cartridge any better than the one called Power Cartridge?
Lee Guest, Rotherham

All C64 owners can still call International Rescue. F.A.B. (erm, whatever that means).

1. The Action Replay cartridge has a few more capabilities.
2. Grandslam produced this a couple of years ago but it wasn't brilliant. You can contact them on 081 655 3494.

IN THE BIZ

Dear TMB,
Does anybody know how to get into the software industry? I am 17 years old with four years of computer experience and would greatly appreciate it if you could give me some guidance as to which way to go – anything really – trainee programmer, play tester or even tea boy, as long as I am there and a part of the action.
A Derare, Neerhow

Your best bet is to bang off a few letters to programming outfits and software houses. If you've something to offer, they're sure to take notice. Even so, it's never easy breaking into the games industry, so be prepared for a few disappointments (and ignore them).

NICE PERSON ALERT

Dear TMB,
I am writing this letter to you and your ever so brilliant staff, to say thank you for such a fab magazine. I bought my seven-year-old daughter a 64 for Christmas last year, knowing nothing about computers at all. If it was not for your magazine and a lot of your readers, who spend hours, if not days, working out cheats, I would have one unhappy daughter and be spending a lot of time reloading certain games.
As for your reviews, I wish that I had seen some of them before I bought the games. So on behalf of my daughter Emma and myself, I would like to say thanks and 'keep up the good work' – I don't know what we would do without you.
S Viant, Truro

Sometimes, even The Mighty Brain is allowed to blush...

NOTHING PERSONAL

Dear Brainface,
I've got every issue of your magazine and it's getting crapper every time. *Terminator 2* was the best graphics I've ever seen in my life on the C64 and you say it was ***OKAY!*** That's not good enough. Please print this letter... Pea Sized Brain.
Anon, Manchester

...What I'd like to know is this: where do we find these people?

HIT AND MYTH

Dear TMB,
I have a few questions to ask you and I hope you can answer them, so here goes:
1. Is *Retrograde* from Thalamus any good?
2. Can you please tell me when *Myth 2: Dawn of Steel* is coming out?
3. What in your own opinion is the best compilation on the C64?
Ewen MacColl, Fort William

1. It's got some fabulous weapons. Definitely a winner if you like action.
2. It'll be ready by the spring.
3. Take a look at this month's compilation round-up (pages 54-56).

TOUCH-DOWN

Dear TMB,
I have just bought a disk drive for my 64 and I am lacking two good American football games on disk. I would, therefore, like you to tell me where I can get *TV Sports Football* and *Fourth and Inches* (not on compilation).
Loz Gray, York

You can get *TV Sports* from Mirrorsoft on 071 928 1454. *Fourth and Inches* is an Accolade game so call 081 877 0880.

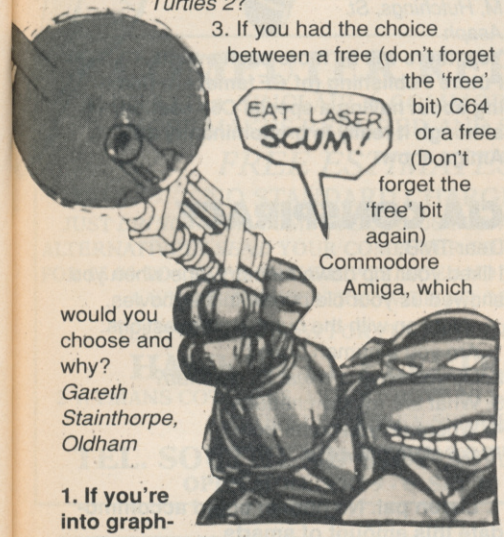
COCK-UP CITY

Dear TMB,
I am writing this letter to say on the *Dizzy Collection* cheat in November's *Commodore Format*, when you get down two lines and and type 'next', it prints 'Next Without' for error in 1. It's obviously not working? Please help. What should I do?
Daniel Ward, Barwell
Andy Roberts came over with a funny

case of cryptic poking but take a look at this month's GameBusters.

TURTLES, MICE AND FREEBIES

Dear TMB,
I am new to the absolutely awesome *Commodore Format* but already I can see how radical it is. I'm not writing to complain, so relax and keep reading. Now get ready because here comes 'question time'.
1. I am probably getting a mouse for Xmas (not a pet mouse, a computer mouse). Do you think it is worth the money?
2. Which do you prefer, *Turtles 1* or maybe *Turtles 2*?
3. If you had the choice between a free (don't forget the 'free' bit) C64 or a free (Don't forget the 'free' bit again) Commodore Amiga, which would you choose and why?
Gareth Stainthorpe, Oldham



1. If you're into graphics or desk top publishing, it's definitely worth the money. But there are question marks over the compatibility of some programs and certain mice. Be sure you know what you want from your machine before you fork out.
2. *Turtles 1* was crap. *Turtles: The Coin-Op* was fab.
3. Why do you ask? Are you offering?

CF READER 'WIMP' SLUR

Dear TMB,
I decided to honour you with one of my letters. I'm writing because of the adverts in issue 12; the ones like 'Do You Attract Girls?' and 'Build Muscles Fast!'

Well, if my brother's any example, you lot need all the help you can get. The only exercise he gets is loading games and joystick twiddling. Are there any really sexy computer addicts out there or are they all disembodied brains and skinny wimps!?!
The sister of a scrawny computer fanatic

Hummmph. Disembodied brain indeed. I'll have you know that I am in fact an extremely sexy, fantabulously hunky piece of cerebral matter. Women love me for my mind.

In fact, it's a bit of a liberty to call *CF* readers a bunch of wimps. After all, there's all that exercise they get from carrying games back from the shops, waggling joystick. It's a non-stop full fitness program they're on.

NUMBERS UP

Dear TMB,
Thank you for producing such a wonderful magazine like *Commodore Format*. I can't wait until it is the time of the month to receive my copy of *CF*. Well, down to business. Please could you answer my questions:
1. Could you please give me the telephone number of *Commodore* ?
2. Will there be any software support for the new 3.5 inch disk drive if it ever comes out?
D N Dutton, Ruddington

1. Commodore are on 0628 770088.
2. Commodore have discussed this with publishers and the big names will definitely try out the new format. As is always the case though, it all depends on the success of the new format.

PESSIMISTIC GIT

Dear TMB,
I hate to be a doom merchant but I reckon the Commodore 64 is heading down the dumper at an alarming speed. Don't you agree that the games available on 16-bit machines show the C64 up as the sad old veteran that it is? The top programmers have moved on, the shelf space in shops gets smaller by the month and everyone wants consoles for Christmas. Surely Commodore's pricing is silicon suicide? I mean, who really cares if you get three dodgy cartridges with it – they ain't quite *Mario Bros* are they?

You're a clever chap, Brainy. Tell me what you think. Is there still hope for the dwindling bank of 64 users? Or will my little beige dream machine be getting the toe of my boot in 1992, when I rush off to buy a spiffy Amiga?
Darren Hitchings, Mildenhall

Sure, the Amiga is a better machine, but it's 'orses for courses innit. At just over £100 the 64 is an excellent buy and more people will buy one this Christmas than last Christmas. With an estimated 150,000 new owners (UK alone) this year, your argument seems to be about the only thing that's going down the dumper.

OH NO, IT'S EXILE AGAIN

Dear TMB,
Truthfully now, when is *Exile* coming out? I can't get it yet.
Ian Bannister, Chesterfield

***CF* reviewed a 98 per cent finished version in July, and it's still not ready. Methinks publisher Audiogenic ought to stop faffing and get the bloomin' thing out into the shops because at this rate the C64 really could be history before you get to play it.**

REPLAY IT AGAIN

Dear TMB,
How can I get hold of the Action Replay POKEs booklet (*CF7*)?
Roger Simpson

'Fraid you can't. That offer was a sell-out. However, we will be running a similar booklet in a forthcoming issue.

BRAIN LOVED UP

Dear TMB,
1. Why was there no centerfold poster in issue 14?
2. Is the MPS 1230 Printer any good for the Commodore 64?
3. Are *IK* and *IK+* the same game, as my friend says they are different?
4. My girlfriend is in love with you. Will you marry her?
George Johnston, Houghton-le-Spring

1. There was simply too much to squeeze into the issue. Sorry to all poster fans but I reckon you'll enjoy this issue's offering.
2. It does the job.
3. They're different but not by very much.
4. Is she squidgy, grey, about a foot high and supremely intelligent? I thought not.

DREDDFUL REVELATIONS

Dear TMB,
I'm writing this letter to see how clever you really are, so I've lined up five questions to test your IQ.
1. I know someone pirating games, who do I report this to?
2. How do I get hold of POKEs for games? They don't seem to get much of a mention in computer mags.

My pal Judge Dredd in full flow. Actually, he's not all that much fun at parties.

3. When will *Space Crusade* be made for the C64 and how much will it cost?
4. Is there a *Judge Dredd* computer game? If so, where can I buy it?
5. Which is better, *Speedball 1* or *2*?
Christian Murphy, Liverpool

1. Call FAST, the piracy busters, on 0628 660377. They'll take your tip in confidence.
2. What are you, a bit of a thicky? POKES are always being published in magazines.
3. Expect to see it by Easter.
4. There've been two. The first was published by Piranha about five years ago and it was rubbish. The second by Virgin a year ago and it was, um, rubbish.
5. They're both corkers but I'd pick the second as the bestest.

LOAD OF RAP

Dear TMB,
When *CF* comes through my door, I dive to it before it touches the floor.
You see *CF* isn't the usual magazine bore –
It's got that little bit more.
I read it till my eyes are sore,
I play your tape until real late,
I just can't escape, you know mate,
It's JUST GREAT!
YEAH!
Here's a hint,
You better print it,
It's a rap (I think) –
Mark (Phantom Rhymer) Luscombe, Plymstock, Plymouth

Move over Ice T (or maybe not).

SENSIBLE LETTER

Dear TMB,
Will *Commodore Format* be producing a Powerpack containing programs written by readers, as I am near completion of writing a game at the moment.
K Noble, Atherstone

We've had some extraordinary games through. The best will be appearing over the coming months. Keep them coming.

ALL OUR TOMORROWS

Dear TMB,
I have heard about Commodore's C65 computer. Could you tell me more about it?
Robert Wilkinson, Norfolk

It doesn't officially exist. It may not even exist unofficially. The bottom line though, is that it's a kind of mix between the 64 and the Amiga, with lots of colours and fairly good sound capabilities. Price will be closer to that of a C64 than an Amiga but details haven't been finalised (and won't be for a long while yet).

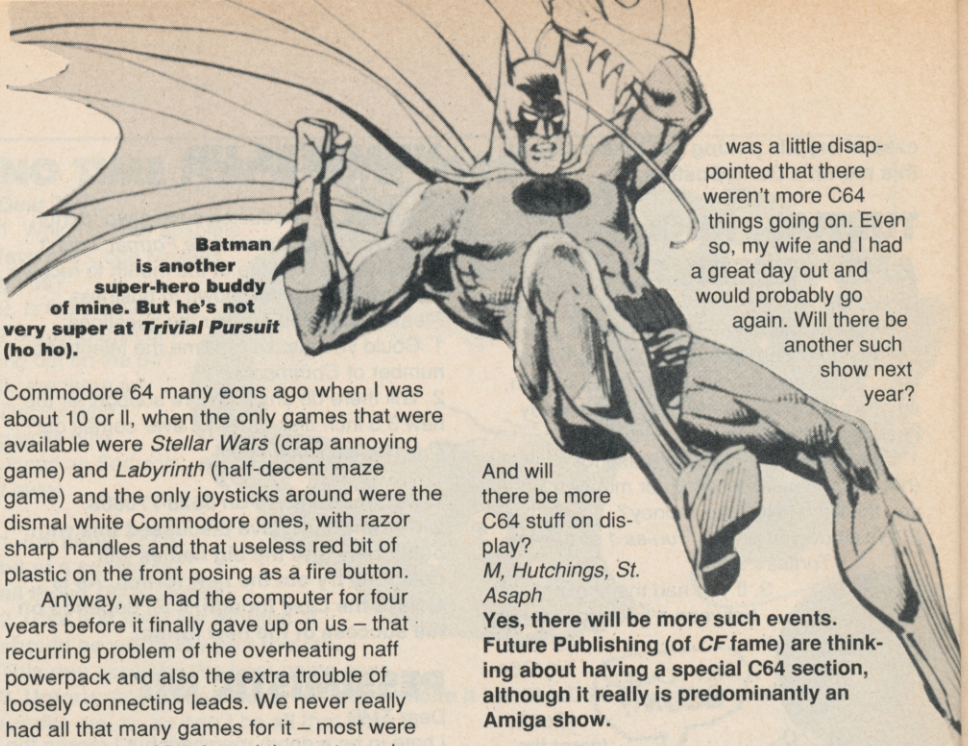
ALL OUR YESTERDAYS

Dear TMB,
I thought that you might like a witty and sophisticated letter for a change but I wrote this instead. Me and my brother had our first Commodore 64 many eons ago when I was about 10 or 11, when the only games that were available were *Stellar Wars* (crap annoying game) and *Labyrinth* (half-decent maze game) and the only joysticks around were the dismal white Commodore ones, with razor sharp handles and that useless red bit of plastic on the front posing as a fire button.

Anyway, we had the computer for four years before it finally gave up on us – that recurring problem of the overheating naff powerpack and also the extra trouble of loosely connecting leads. We never really had all that many games for it – most were borrowed from friends and then returned when we got bored of them. But my old favourites were *Gauntlet* (because of all the wonderful bugs such as the empty levels, getting health up to 9999 and then finding that it wraps around back to 0 again, etc.), *Loderunner*, *Thing on a Spring* and *Combat Crazy*. Unfortunately though, when it packed up, we sold all our games for a bit of dosh and that was that.

Then a year ago my brother moved into the amazing world of the Amiga and I began to wonder not only at the awesome graphics and sound but at the lack of playability and value for money of the so-called superior Amiga games. Consequently, after nearly failing my A-levels, I decided to buy my mate's old CBM 64 (he had also upgraded to an Amiga) for a measly thirty quid. What a bargain! For ten quid (or there abouts) I can get a game with good graphics and sound, excellent playability and absolutely brilliant value for money. And so being a 'new' 64 owner is still as great as it always was.
John Ward, Lincoln

Heed those wise words, y'all.



Batman is another super-hero buddy of mine. But he's not very super at *Trivial Pursuit* (ho ho).

GOAL NEWS

Dear TMB,
Will Anco make a *Kick Off 3*?
Will Blake, Southampton

Anco are pretty cagey about the whole affair, but we expect to be hearing some news about a new *Kick Off* within a matter of a few short months.

SHOW GOER

I popped along to Future Pubs World of Commodore Show and was a little disappointed that there weren't more C64 things going on. Even so, my wife and I had a great day out and would probably go again. Will there be another such show next year? And will there be more C64 stuff on display?
M, Hutchings, St. Asaph

Yes, there will be more such events. Future Publishing (of *CF* fame) are thinking about having a special C64 section, although it really is predominantly an Amiga show.

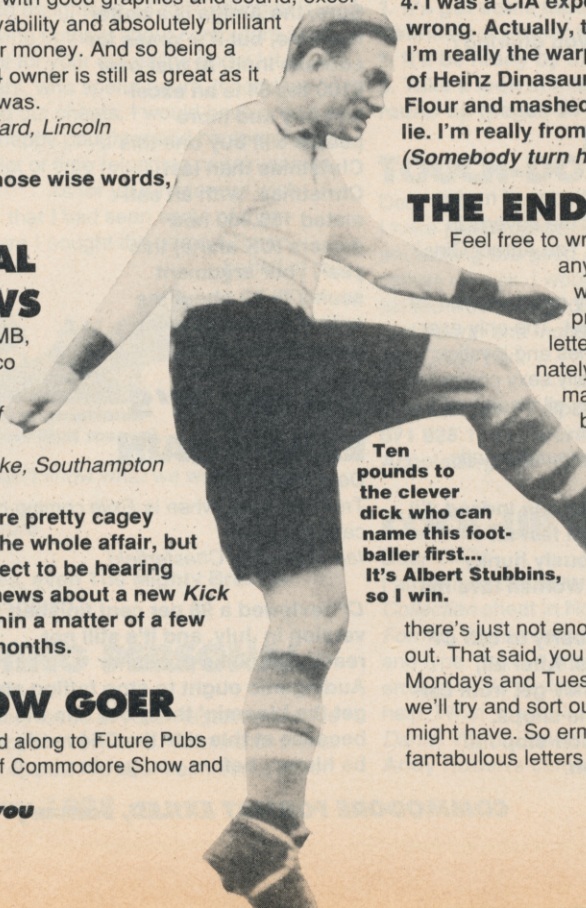
CIA CONSPIRACY

Dear TMB,
I liked your trip down memory lane when you showed us your old career in the movies.
Now on with the numbered questions:
1. Are you a human brain?
2. Do you have a cheat for *Batman*?
3. What are royalty cheques?
4. Where do you come from?
Philip K Stephenson

1. Listen pal. No human could accommodate this amount of smarts.
2. Spooky coincidence time. There's a full map in this issue.
3. It's the percentage payment which goes to an author (of a game in this context). The more the game sells, the richer the writer gets.
4. I was a CIA experiment gone horribly wrong. Actually, that's an outragoeus lie, I'm really the warped product of a mixture of Heinz Dinasaur Shapes, Mother's Pride Flour and mashed up video tape. No, tell a lie. I'm really from another planet.
(Somebody turn him off – Ed.)

THE END

Feel free to write to The Mighty Brain on any subject whatsoever (although preferably C64 related). All letters are read, but unfortunately we can't fit 'em all in the mag. We have to say this boring bit, but here goes anyway. Please don't send TMB any personal enquiries or SAE's because there's just not enough time to sort them all out. That said, you can call the *CF* team on Mondays and Tuesdays every week, and we'll try and sort out any wee problems you might have. So erm, until next month's fantabulous letters page...



Ten pounds to the clever dick who can name this footballer first... It's Albert Stubbins, so I win.

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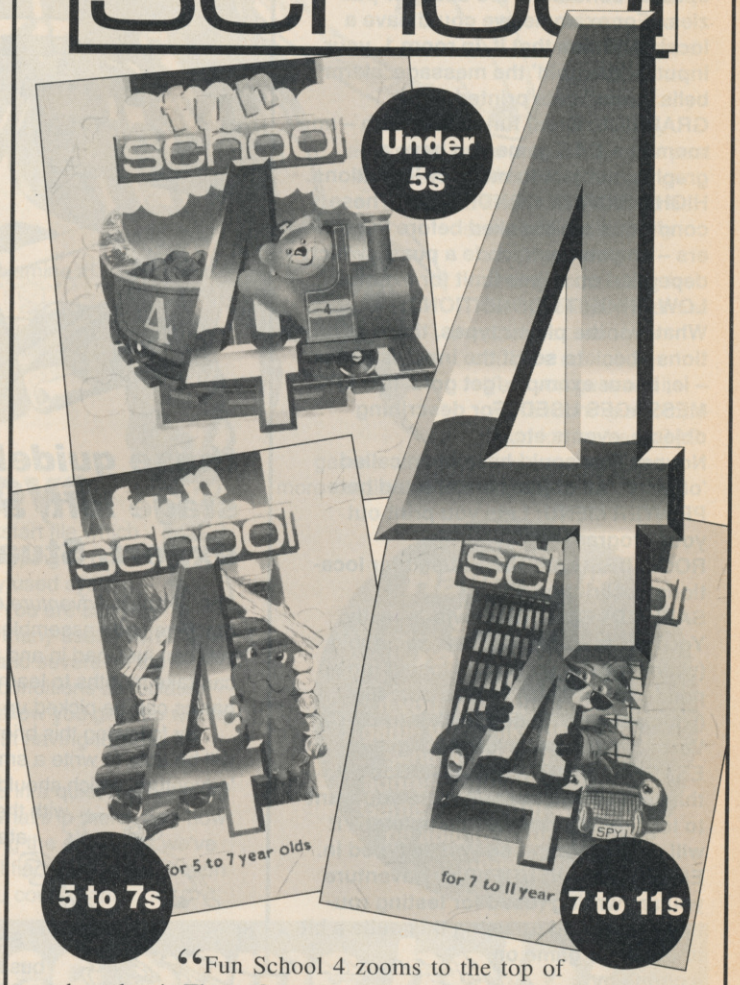

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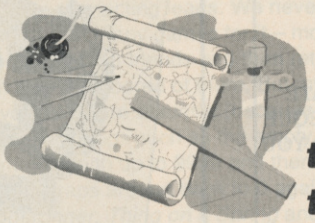
A quick guide to menu entries

ADVERBS: Used for words like 'in', 'out'. (ADVE is used to check if one has been typed.)
BEGIN WHERE: Instructs *GAC* where the adventure starts (ie if you type 2 you will start in the bank location in our sample adventure).
CONDITIONS (LOCAL): These room specific conditions are used for puzzles. (For example, we could have a local condition that if, in room 1, your input is 'get gold' the message 'alarm bells sound' gets printed.)
GRAPHICS: Great fun to play with – any room in a *GAC* game can have a graphic, subject to memory limitations.
HIGH PRIORITY CONDITIONS: These conditions are checked before the others – so you could code a puzzle which depended on a time limit for example.
LOW PRIORITY CONDITIONS: Whatever the player types, these conditions check to see if the input is correct – ie, in our example 'get gold' is a LPC.
MESSAGES USED: For describing objects, events etc.
Nouns: This could have been called 'objects'. All objects are created here.
PRINTER MENU: Lets you print out your program.
ROOM DESCRIPTIONS: Used for locations descriptions.
SAVE ADVENTURE: Obvious really. You can save your file as executable (which means you could load it independently of *GAC*) or as a data file (which can be loaded back into *GAC*).
Verbs: actions, like 'go' and 'get'.
ERASE ADVENTURE DATA: Don't do this unless you're really sure you want to lose your adventure completely. It will delete everything you've typed in.
ENTER ADVENTURE: Play adventure you are writing (used for testing routines). You end up using this quite a bit to test your game on a chunk by chunk basis.

GRAPHIC ADVENTURE CREATOR

GETTING STARTED AND GETTING GOOD



***Before you get stuck into* Graphic Adventure Creator, *take some time out to read the instructions. By following these guidelines, you can't go wrong... Enter stage left, adventure game writer and* GAC *expert,* Stuart Whyte.**

The *Graphic Adventure Creator*, like any machine code assembler, is not something you can just load in and use straight away – it can take months to learn properly. But the basics can be picked up very quickly.

By following this brief two page guide you will be able to write a small two location 'adventure' which should help you get to grips with the basics. But to create a good adventure you will need the full instructions booklet (see later).

So, let's get down to business - you've loaded in *GAC* but what do all those menus mean?

The first thing you must do is load in the Quickstart file – to do this type T on the menu for load adventure and then type T for tape followed by the filename QS.ADV (note that the file is on side two of the tape, so turn that over before you hit RETURN).

YOU ENTER A DARK ROOM

The Quickstart file will now be loaded and you'll return to the main menu. So, you've got the Quickstart file but as yet you haven't got any locations – type R on the menu.

Now, due to space limitations here, the adventure we write will feature just two locations and one object. You are now in the ROOMS subsection and the program will be asking you for a room number. Type 1 and then type in the room description – 'You are in a large bank vault'. You will then be prompted for connections – ie, where you can go from this room.

Type EAST 2. This means if you type EAST (or E) you will go to room 2. You will then be asked for a picture number – for now just press RETURN (though later you should play with the Graphics Menu – it's good fun). Now we need to create room 2, so that people can go east into it. So, make room two the same way as you made room one. Type the description, 'You are in a bank.' Connections are... WEST 1!

To quit back to the main menu, hit escape twice. Now you're back at the main menu you can test what you've done so far. Press ENTER/RETURN to go into the adventure. You'll find yourself standing in a large bank vault! Granted, you can't do much apart from walk between the bank and the vault but it's a start. Finally, for our example adventure, let's add an object – press O from the main menu (if

you're still in the game press escape twice to return to the menu).

We'll number our object 1 and give it the description 'a bar of gold' (the input routine should be familiar to you now – it's the same as room entry). You want the bar to start in room 1 (the bank vault). Set the weight to zero as we're not imposing carrying limits in this example.

Now go back to the main menu and enter the game again – you should also be able to see a bar of gold in the vault. However, you won't be able to do anything with it as we haven't written that into the code yet!

SPEAK, FRIEND . . .AND ENTER

First we'll have to set up 'gold' as a noun – go to the Nouns Menu and type '1 gold' – this means that noun 1 is gold. But what if someone typed 'get bar'? So add '1 bar' as well (and add '1 ingot' as well if you want to show off). Putting the number 1 before each of these words makes the program treat them as the same thing (which they are). But can you imagine the problems you might face if, in the same adventure, you included a pub or cocktail 'bar' as a location...

So, we've now set up the object as a noun but we haven't set up the get and drop routines. To do this we need to go into Low Priority Conditions. Our first input should be line 8 (lines 1 to 7 are used by Quickstart), type:- IF (VERB 7 AND NOUN 1 AND HERE 1) GET 1 OKAY END

Whoa! What did all that mean? Well, if you look in the verbs menu you'll see that verb 7 is get (or take) the noun 1 you've just set up. And HERE 1 checks to see if object 1 (bar of gold) is here - ie in the location.

So, if you typed 'get bar' (or some variation) and the bar is here then GET 1 (gets object 1), print 'okay' (OKAY) and then END (END is like a full stop in English – it tells the computer that you've finished the routine – clever huh?

Ok, so we've written a 'get gold' routine – now we need to write a similar 'drop' routine on line 9 of the Low Priority Conditions. IF (VERB 8 AND NOUN 1 AND CARR 1) DROP 1 OKAY END

CARR just checks to see if an object's being carried and lets you drop it. Let's also make it so you can type 'examine gold' in line 10 – IF (VERB 16 AND NOUN 1 AND AVAI 1) MESS 1 END Verb 16 is examine, AVAI returns true if object is available for use (is HERE or CARR) and MESS 1 prints message 1 on the screen...

'But we haven't defined message 1 yet,' I hear you cry! Whoops, let's do that now. Press ESC twice to get back to the main menu and select Messages. Then choose message one and type, 'It looks like it could be worth thousands!'

Now select Save Adventure from the main menu and save to a blank tape/disk as a data file. Go back to the main menu and (drumroll) enter the adventure. You should find that you can carry the gold around, drop it and examine it! Now, the adventure purists reading this probably won't be very impressed – but it's a start!

WHAT IS QS.ADV?

QS.ADV is the Quickstart file which just saves you some typing. It contains many frequently used system messages (such as "You are carrying" and "What now?..."), many useful verbs (examine, look etc.) and several of the common low priority conditions associated with them. This is to allow you get into writing your adventure without having to write the basics each time.

Why not load it up in a quiet moment and take a close look at what's in there. See how it all fits together, using the examples we've given you here. You'll find a good foundation for any adventure you could want.

IDEAS FOR ADVENTURES

Not much is said about them nowadays but, a few years ago, there were a lot of text input adventure games for the C64. Many of them were written by individuals who didn't program but who had mastered software like this. The good old C64 has been unfairly treated by adventure game producers in the past few years but this could all change... Who knows, there could be some brilliant budding adventure writers among you waiting for the opportunity to show themselves... and you could be one of them!

Yep, you guessed it – we're running a competition for the best *GAC* game written with this covertape (for more details turn the page).

Have your game reviewed

If you've written a GAC game you'd like us to see, send it in to the usual address and mark it 'GAC Game'. Sorry but we won't be able to return your tapes.

Need some help?

This article is the tip of the proverbial iceberg in explaining the use of *GAC*. If you're serious about using *GAC* then you'll be wanting to get hold of a copy of the booklet. It costs just £2.99 (just to cover copying and postage costs). If you'd like a copy, make out a cheque or postal order for £2.99 to Future Publishing Ltd and send it to:

GAC Booklet Offer,
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TA11 7BR.

And please allow 28 days for delivery. You don't necessarily need the book to use *GAC* but it helps! If you get stuck, DON'T call *Commodore Format*'s editorial office, because we just won't be able to help you.

Next month, however, Stuart Whyte will. Stuart's written a sequel to this beginner's guide and it will be in next month's *Commodore Format*.

In his article, Stuart will build on the adventure he's begun here. You will learn how to add more complex features to your adventures. Soon, there'll be no stopping you. So keep this issue handy and come back next month for an advanced user's guide to *The Graphic Adventure Creator*.

Meanwhile, turn over the page and read Ian Andrew's guide to good adventure games. Mr Incentive has published a few in his time, so he knows what he's talking about.

And don't be afraid to write in with queries or suggestions. Even though we can't answer them personally, we can print them in a future issue of *Commodore Format*. Keep exploring!

TEN TOP TIPS FOR GREAT ADVENTURES

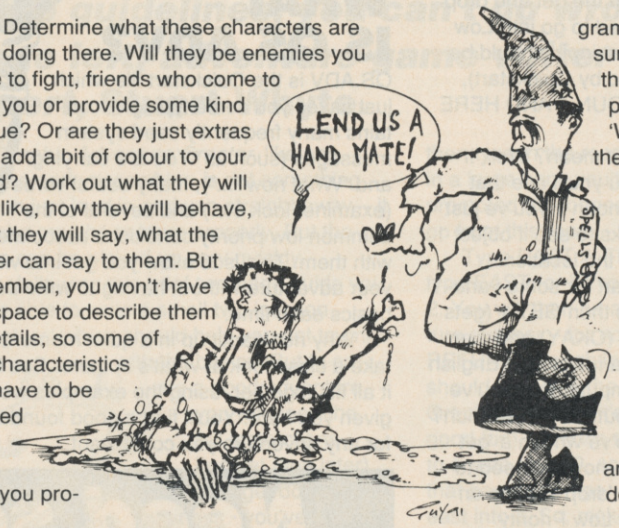
Now you've got GAC, what can you do with it? We went to GAC's original publisher Ian Andrew for some expert guidance on adventure crafting. Give us 10 tips for apprentice adventure writers, we asked him. And of course, he wrote 11...

The first thing you need to do is put away the tape and C64 and just think. If you start coding rooms and objects straight away, before you know it you'll be in a complete mess, without knowing what goes where. Just think. What kind of adventure do you want to create. Fantasy? Murder mystery? Science fiction? Comedy?

1 Ask yourself what kind of world your adventure will be set in. If it's not clear in your mind, the game player certainly isn't going to be able to work it out.

2 Think about the kind of characters you want to inhabit your world. Wily thieves, grumpy dwarves, killer clowns and kamikaze sandwich sellers have very different roles to play and putting the wrong type of character in the wrong place will make the whole world less believable.Stick to a simple style.

3 Determine what these characters are doing there. Will they be enemies you have to fight, friends who come to help you or provide some kind of clue? Or are they just extras who add a bit of colour to your world? Work out what they will look like, how they will behave, what they will say, what the player can say to them. But remember, you won't have the space to describe them in details, so some of the characteristics will have to be implied by the way you program them. (For instance, a surly ogre may ignore anything said by a player but pipe up with a helpful, 'What do you want?' when the player hits him over the head with a club.)



4 Think about the objects that the player will be able to pick up and use. These can be simple and obvious things such as weapons (makeshift or otherwise), lamps (and, of course, dark areas) and ropes to climb down deep pits with, or they can

Win a live roleplay adventure day out!

Build a world of your own and win a real-life adventure

Lots of people write to *CF* every month asking how they can write computer games without having to program in machine code. Well, with the *Graphic Adventure Creator* we've given you everything you need, so show us what you can do. Write an adventure on any subject you like: beautiful dragons and horrible princesses; space aliens; mutant computer programmers, the choice is yours. Don't worry too much about the graphics (although if they're good, so much the better). The thing that we're most interested in is the plot, puzzles and playability.

The writer of the adventure game that the *CF* team enjoy playing the most will become a real-life axe-wealding adventurer for a day, fighting real barbarians and slaying life-size orcs!

And who knows, your adventure might make it on to a future *CF* PowerPack tape, for over 60,000 *CF* readers to play!

Send your adventure – complete with a written copy of the storyline and any other bits you think are particularly clever to the address below. But we can't send any adventures back so please keep a copy for yourself (and don't send us any SAEs).

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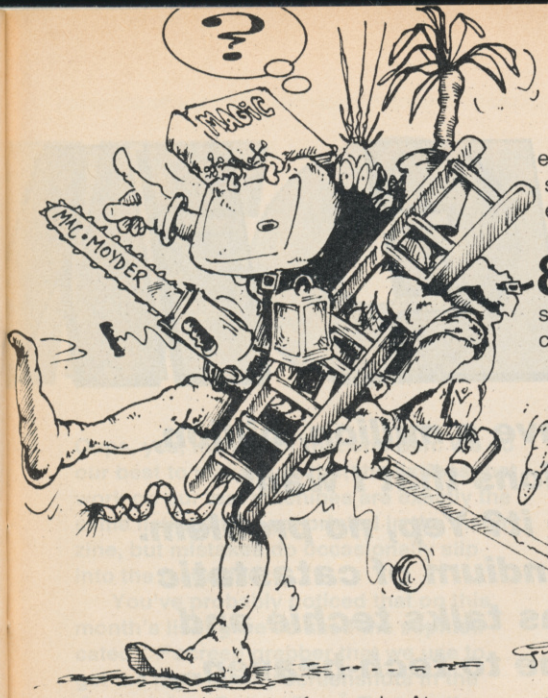
If anyone who works for Future Publishng or Incentive Software tries to enter they'll be thrown to rabid wolves with only a small turnip for protection.

To give you plenty of time to plan and write your adventure, the closing date is 29th February 1992 (yes, it's a leap year).

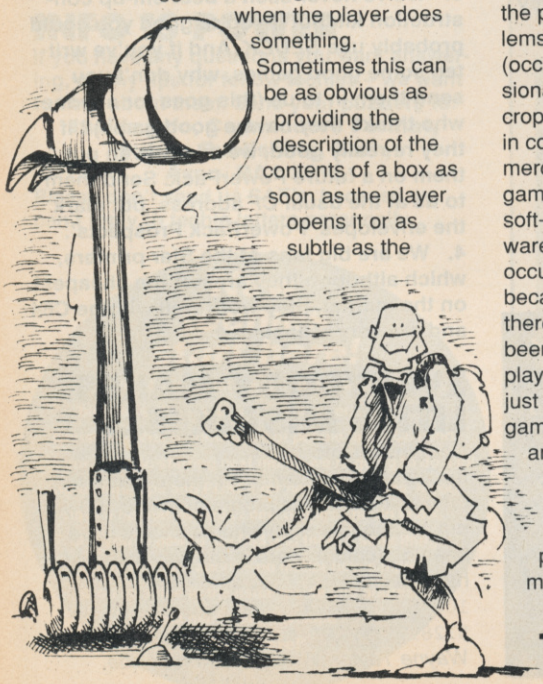


be more complex parts of a puzzle. At one point in the classic adventure *Zork*, for example, you need three objects, each of which has to be used in the right order to solve the puzzle and continue.

5 Think about puzzles. A good adventure game consists of more than just wandering around and picking up objects. It includes a sprinkling of brainteasers from little tests to real stinkers. The secret is not to tell players about everything unless they look closely. 'To your left stands a tall black monolith, with a keypad and 6' square black plastic shield in the centre' sounds much more mysterious than 'There is a coffee machine here'. But remember that too many long descriptions eat up memory.

6 Draw a map of the whole playing area for your reference. Show where all the objects and people start, which rooms are joined together and any special features such as traps or hidden doors.

7 Scatter a few triggers throughout your world. Triggers are things that happen when the player does something. Sometimes this can be as obvious as providing the description of the contents of a box as soon as the player opens it or as subtle as the effect of walking into a room while in possession of a certain object. Triggers add an extra opportunity for puzzles and traps.



8 Think about the size and shape of your playing area. Do you want it to be a square block of locations where the player can wander around; or a more linear world with long thin 'arms' of locations that spread out from the centre; or a multi-centre world with a number of larger areas connected by long thin corridors? A long thin world might sound good but the player who has to wander backwards and forwards through the same rooms over and over again will lose interest. Give them shortcuts if necessary.

9 Think about the plot. A good adventure should be scripted as tightly as a good novel. Your plot should be what happens to the character if the player does everything in exactly the right order. Of course he won't, so the diversions have to be as interesting as possible. But the game should be thought of as a whole, rather than as a series of separate puzzles. When the player looks back on the finished adventure, it should hang together like a novel.

10 Test, test and test again. Most of the problems that (occasionally) crop up in commercial games software occur because there hasn't been enough playtesting. Don't just play through the game the proper way: try different, unusual and even downright silly things like 'kill the dwarf with the aubergine' or 'eat the axe'. Some adventures even have separate answers for some of the daft things players might try rather than a standard message saying, 'You can't do that.'

11 Finally think about the graphics. This may seem a strange way round to do things but it does mean that the gameplay comes first, and you create a real adventure with graphics rather than a few pretty pictures linked tenuously with words.

A little bit of adventure

Have a look at this little three-room adventure we've concocted. It starts the way a player would see it and ends with an explanation of what the author planned.

The character enters the first room through the west door. The room is a bare stone hallway about 20 feet long with a carved arched stone archway in the east wall. The room is lit by torches and is made of bare stone. On the south wall hangs a heavy tapestry. The second room is entered through the stone arch. This is a larger, more imposing room. A more ornately-carved archway and heavy oak door are set into the east wall. Unfortunately, this is overshadowed by the two orc guards standing on either side of it. The third room is accessed through a smaller plain doorway hidden behind the tapestry. This is a plain unlit ante room. Inside it are a small wooden chest and a pile of rags.

So, how does this hang together? If the character goes straight through to the main room, he could fight the two guards and win (if he's strong enough). However there's a more elegant solution. If the character examines the tapestry closely, he will feel a slight draft coming from behind it. If he lifts the tapestry, he will find the doorway behind. On entering the room it will be dark but he can take one of the torches from the main room to light his way. In the chest there is – well, whatever you want, food, weapons, items needed later on in the adventure. The most important thing in the room, however is the pile of rags. If the character examines it closely, he will see it is a well-worn robe with a hood and a sash around the waist. How does this help? Well if the player was observant he would have examined the carved doorway in the main room which bears the inscription "All who enter here perish, save the worshippers of Sauron". With the robe on, he can walk straight past the guards, who will even open the door for him...

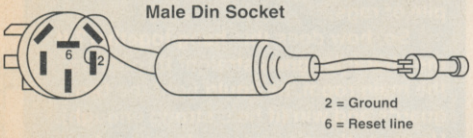
This is only an example and in a real adventure the items may be spaced further out. What this does show is the way in which solving little puzzles leads up to the solving of more complex problems. Search – find the hidden door – take the torch – find the robe – read the inscription – put two and two together – and hey presto! It's one more little victory for the adventurer (and the novice game designer).

INSIDE IN

RESET RETURNS

Dear Inside Info,
Having just read the letter to The Mighty Brain in issue 14 (Hamster Reset) I looked at my Programmers' Reference Manual and had an idea. The serial port (6 pin din) also has a reset line going to pin 6. I flicked through the serial bus description and pin 6 was marked 'no connection'. So, I took the lid off my C64 and traced the connection through to the circuit board – sure enough a reset line goes out to the serial port!

So what did I do next? No I didn't shove a paper clip into the serial port! I bought a 'normal open – push to close' switch and a male din socket and soldered a couple of wires between them as shown below.



A quick and easy reset switch that plugs into the serial port. Remember to buy a male DIN plug – with the pins sticking out. And BE CAREFUL with that soldering iron.

I tested it on a cheat for *Plague* and it worked. Sadly however, most cheats are for intelligent reset switches, so this method won't always work. Even so, this is much safer than messing with bus edges and hopefully it will keep 'Mr Warrior' happy.

While on the subject of reset switches, they could have another use. Some games on the market have bugs in them, once they're on sale it's too late for corrections – or is it? If the bug is small then there's a good chance it can be fixed in memory. Why not ask games publishers to print reset switch bug fixes in *CF* to redeem themselves? After all, you're the people to know if a problem is a load error or a bug, not us. Surely everyone would benefit from this, programmers, publishers and users alike.
Chris Disspain, Chesham, Bucks

Dear Inside Info – I have a million, billion, squillion techie questions that I want answered. Can you do it? Yep, no problem. In this month's compendium of catastatic catechisms,* Paul Lyons *talks techie and gets wiggling. Welcome to tech-heaven...

Both of your suggestions are excellent ideas, but when it comes to bug fixes there's one problem you haven't thought about. How many publishers do you think will be prepared to admit that there games aren't perfect and will spend the time and money to create a POKE bug fix? Er, not many I bet. And you must have heard the phrase 'one man's bug is another man's undocumented feature'...

QUESTION QUICKIES

Dear Inside Info,
I've got a few questions for you, hope you don't mind. Here they are:
1. Can you increase the RAM of the C64?
2. If so how?
3. If so what games can you get for the increased RAM C64 and where from?
4. Also can you get a CD-ROM drive for the Commodore 64?
5. Could you tell me how to transfer data from your PowerPacks on to disk?
Andrew Wood, Harlow, Essex

I've got a few answers for you, hope they are OK. Here they are:
1. No, sorry. The way the C64 is built means that it's not really possible.
2. See answer 1.
3. See answer 2.
4. No, sorry. It would be too expensive.
5. Unfortunately the games on the PowerPacks aren't owned by *CF*, the copyright still belongs to the original game creator/publisher. So copying games from our PowerPacks is illegal.

MEGA QUESTIONS?

Dear Inside Info,
I have some mega questions and I'd like to have some mega answers, so here we go:
1. It is possible to interface the PCW 8256 printer to the C64 and if it is how?
2. Can you tell me what *Mini Office II* is like and tell me some other games that are like it?
3. I have got the *Shoot-'Em-Up Construction Kit (SEUCK)* and have written many games with it, is there a beat-'em-up kit that you think is good?
4. What is the best kind of printer to buy? I've been looking at the Swift 24 and the 124D+, are they any good?
Rhys Adams, Borrowash, Derby.

Mega answers coming up:
1. No, not unless you are an electronics whizz as you'd have to build your own interface/power supply system.
2. *Mini Office II* isn't a game, but a group of programs including a word processor, spreadsheet and database. There are no games quite like it.
3. We've never seen a beat-em-up construction kit, but if you're good you could probably use *SEUCK*. And if you've written some good games, why don't you send them in to us (this goes for anyone who thinks they have a good game)? If they're really good, we might even put them on a future PowerPack. Send them to us at the usual *CF* address, but mark the envelopes 'PowerPack Prospects'.
4. We are big fans of the Star printers, which although they are not the cheapest on the market, they work well withthe C64 and are very reliable.

EVERYBODY MAKES LITTLE MISTAKES...

Dear Inside Info,
In *Commodore Format* 11, there was a misprint in the squares program. In line 100 you put a = (equals sign) when it should have been a : (colon). Here is the way it should have been:

```
100     V=53248:POKE 53280,1:POKE
53281,1:PRINT "SHIFT + CLR/HOME"
```

Wayne Taylor, Wallasey, Merseyside.

Loading compo... please wait

A number of people have written in to ask how they can make loading screens for their programs, like the ones you find at the front of commercial games programs. We were just about to sit down and write a little routine when we thought it would be an excellent winter compo to while away those long winter nights. So, the compo is to write a small, well-documented BASIC routine (although you can use POKEs, of course) that allows you to display, text and graphics while the rest of the program is loading in from tape or disk.

The closing date is 29th February 1992 and the winner will get – ooh, something pretty damn devestating, I should think...

Send them – along with clear instructions on how the program works to the usual Inside Info address, but mark the envelope 'Loading...Please Wait'.

NFO

Oops, yes, thanks for that one Ben. We do our best to make sure that the listings that work on our test machines are exactly the same listings that get printed in the magazine, but mistakes do occasionally slip into the magazine.

You've probably noticed that on this month's listing we've used the sophisticated *CF* screen grabber that we use to get the high-quality screenshots in the *Commodore Format* PowerTest section. The listing was grabbed directly off of our C128D techie test machine so we can absolutely guarantee that WYSIWYG (what you see is what you get). This means that any mistakes are your typing errors and not our fault, honest.

A NUMERICAL ANNOYANCE

Dear Inside Info,

I have a C128D, which I mostly use in C64 mode. However, there is also a separate number key pad on the right of the keyboard. This works in C128 mode, but not in C64 mode. Has anyone got a program that will let me use the keypad to type in numbers in C64 mode, both in my own programs and when writing BASIC program?

Simon Johnston, Epping.

Good question Simon. Well, has any techie C128 owner out there got any ideas on how to configure the keypad to work in C64 mode? Answers on tape, disk or printout to the usual address...

INFO IS POWER

If you have any questions you want answering, or any tips for fellow techies – we want to hear about them. Send your puzzlers to:

Inside Info, Commodore Format, Future Publishing, Bath, Avon, BA1 2BW.

Please don't send us SAE's, because we can't reply to techie letters personally.

New techies start here!

We all know that the C64 is the world's biggest-selling (and best!) computer, but every Christmas tens of thousands of people buy a C64 and join our club. So starting next month we're going to do a lot more hints, tips and POKEs for new C64 techies. If you have a tip that you think new owners should know, or if you're new to the C64 and there's something you're not sure about – no matter how simple – drop us a line to the usual Inside Info address, but mark your envelope – **'Start here!'**

Wiggle it – just a little bit

Some of our favourite programs are cool routines that we can all use in our own demos – well here's an excellent routine from **Richard Martin** of Castle Bromwich near Birmingham. This routine messes with the smooth screen scroller at memory location $D016. The result is that the top seven lines of the screen wiggle from side to side and the next five lines bounce smoothly backwards and forwards across the screen. The end result looks really professional. The great thing about it is that it's done under interrupt, which means that you can put anything on screen as you would normally do and it will wiggle. Another good thing about it is that it doesn't affect sprites so you can have sprite spaceships flying over a wiggling sky.

```
10 FORT=49200 TO 49420:READA:POKE T,A
20 C=C+A:NEXTT:IFC<>32291 THENGOTO40
30 PRINT"START WITH SYS 49200":END
40 PRINT"DATA ERROR. CHECK DATA!";C:END
100 DATA 32,143,192,120,169,127,141
110 DATA 13,220,173,13,220,169,27
120 DATA 141,17,208,169,41,141,18
130 DATA 208,169,90,141,20,3,169
140 DATA 192,141,21,3,169,1,141
150 DATA 25,208,141,26,208,88,96
160 DATA 162,13,202,208,253,188,0
170 DATA 207,189,0,206,136,208,253
180 DATA 141,22,208,141,22,208,232
190 DATA 224,66,208,236,162,8,202
200 DATA 208,253,32,216,192,162,146
210 DATA 236,18,208,208,251,169,200
220 DATA 141,22,208,169,1,141,25
230 DATA 208,76,49,234,162,0,160
240 DATA 0,185,164,192,157,0,207
250 DATA 232,200,192,8,144,244,224
260 DATA 128,144,238,96,8,8,8
270 DATA 8,8,8,1,203,203
280 DATA 202,201,201,200,200,200,201
290 DATA 201,202,203,204,205,205,206
300 DATA 206,206,205,205,204,203,202
310 DATA 201,201,200,200,200,201,201
320 DATA 202,203,204,205,205,206,206
330 DATA 206,205,205,204,203,0,2
340 DATA 206,215,192,173,215,192,240
350 DATA 1,96,169,2,141,215,192
360 DATA 162,0,189,1,206,157,0
370 DATA 206,232,224,80,208,245,238
380 DATA 214,192,173,214,192,201,41
390 DATA 208,5,169,0,141,214,192
400 DATA 170,189,172,192,141,78,206
410 DATA 96,0,0,0,0,0,0
```

The wiggle listing direct from our techie test bed. Once run it wiggles the top seven lines of the screen and slides the nest five smoothly from side to side.

```
280 DATA 202,201,201,200,200,200,201
290 DATA 201,202,203,204,205,205,206
300 DATA 206,206,205,205,204,203,202
310 DATA 201,201,200,200,200,201,201
320 DATA 202,203,204,205,205,206,206
330 DATA 206,205,205,204,203,0,2
340 DATA 206,215,192,173,215,192,240
350 DATA 1,96,169,2,141,215,192
360 DATA 162,0,189,1,206,157,0
370 DATA 206,232,224,80,208,245,238
380 DATA 214,192,173,214,192,201,41
390 DATA 208,5,169,0,141,214,192
400 DATA 170,189,172,192,141,78,206
410 DATA 96,0,0,0,0,0,0
READY.
RUN
START WITH SYS 49200

READY.
SYS49200
```

Run, type SYS 49200 and this is what you get. Unfortunately the screenshot doesn't do justice to the smoothness of the wiggle at the top of the screen.

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HILLS AHOY!!!

IT'S THE COMMODORE FORMAT MOUNTAIN BIKE GIVE AWAY

1st prize

What do you do when you're not sitting in front of your C64? Well, you could watch telly or twiddle your thumbs or something equally interesting. Or, you could be out there cruisin' the hills and posin' in the streets on your very own Diamond Back Sorrento mountain bike!

Thanks to our chums at Diamond Back importers Moore Large – who also happen to be big fans of *CF* – we've got one of the best starter mountain bikes money can buy. Unlike some cheaper models the Diamond Back Sorrento is a serious piece of kit that will really stand up to the rough and tumble of off-road riding.

It's got a tough-welded frame with a full set of braze-ons for when you want to add racks and waterbottles: a uni-crown Cro-Moly fork: full Shimano 200GS groupset (that's the um, gears and brakes) and a groovy tech system that makes gear changes silky-smooth.

And that's not all! *CF* readers who are already into mountain biking will know that the biggest, best-selling and all-round most totally radical magazine in fat-tyre land is *CF* sister mag, *Mountain Biking UK*. We've been over there and not only have we pinched a helmet for the winner (only chumps ride without a lid) we've got some fabulous runners-up prizes.

For the 12 second-place entries there's a year's free subscription to *Mountain Biking UK* – and for twenty lucky runners-up there's a copy of the *MBUK* Winter Special with a free full-colour 1992 calender featuring Britain's most awesome mountain-biking sheep, Mint Sauce (erm, you'll have to see him to understand what we mean).

Oh, and if anyone who works for Future Publishing or Moore Large tries to enter, they'll be strapped to an old racer with no brakes and pushed over a big cliff with the burning compo entry stuffed down their cycling shorts. But we'll make sure they wear a helmet.

To win one of these 33 great prizes, all you have to do is answer these three simple questions:

1. Name one C64 game in which you have to ride a bike.
2. What is a bike with one wheel called (apart from dangerous)?
3. What must you always wear when riding a mountian bike (not including your underpants)?

Send your entries (before 31st January 1992) to:

Bonkers Biking Compo,
***Commodore Format*,**
30 Monmouth Street,
Bath,
Avon, BA1 2BW.

2nd prize

A year's subscription to Mountain Biking UK is up for grabs even if you don't win the bike but come in the next 12 places.

Runners up prize

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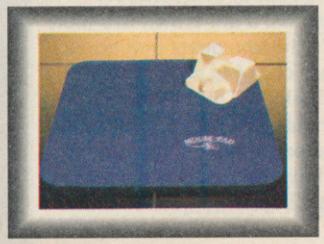

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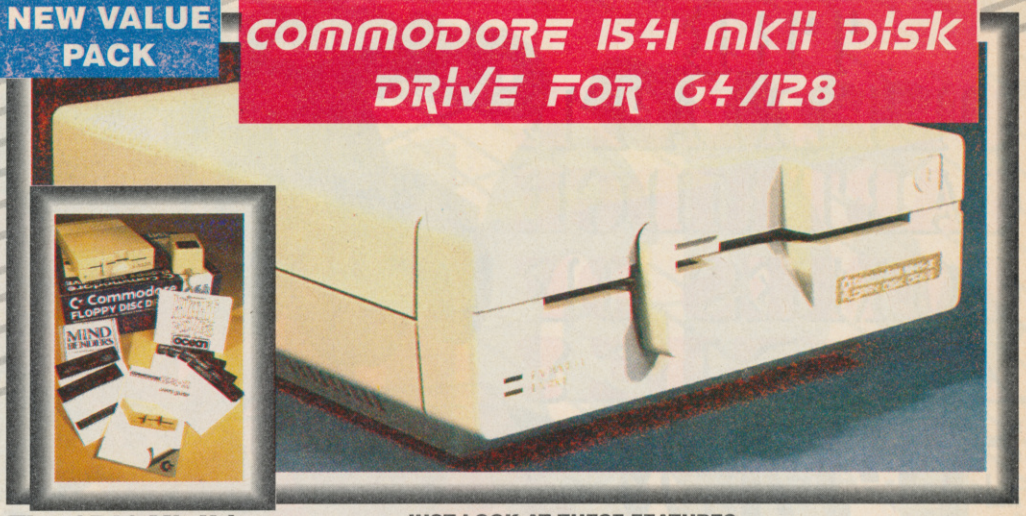

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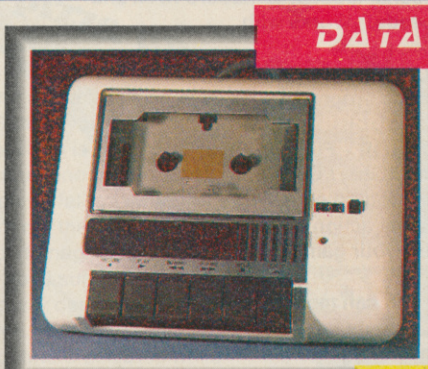

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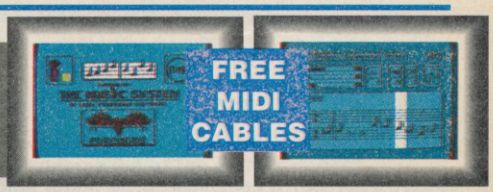

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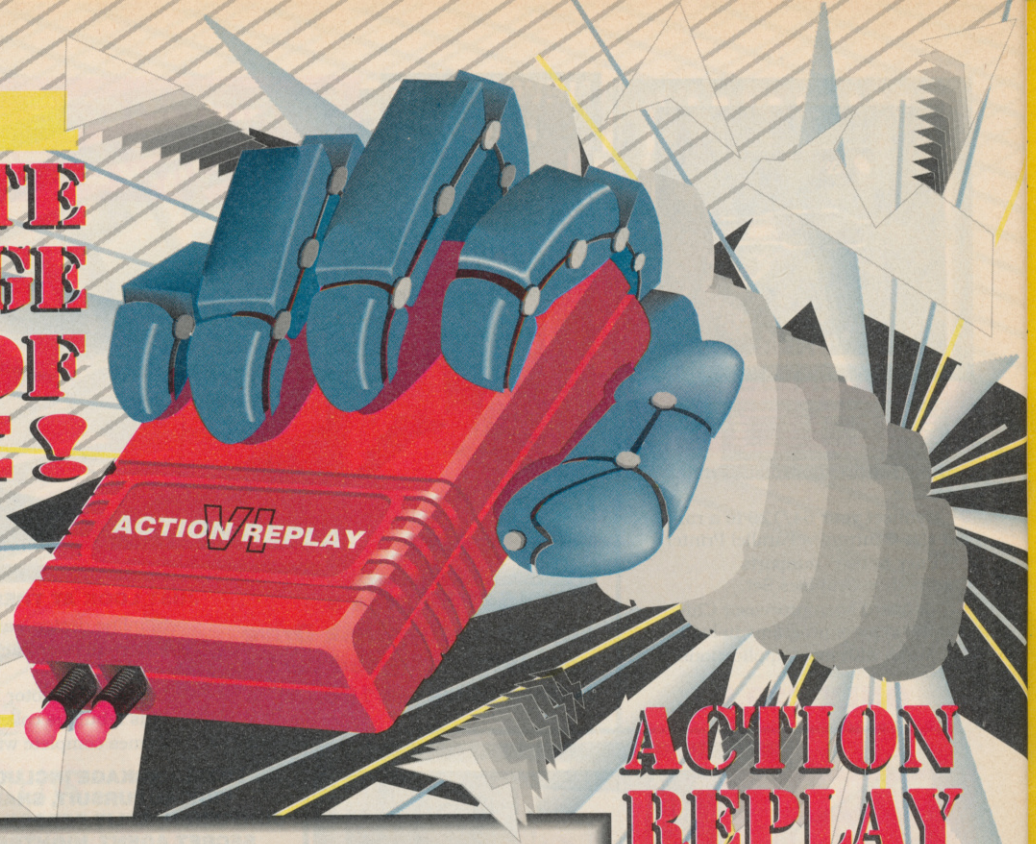

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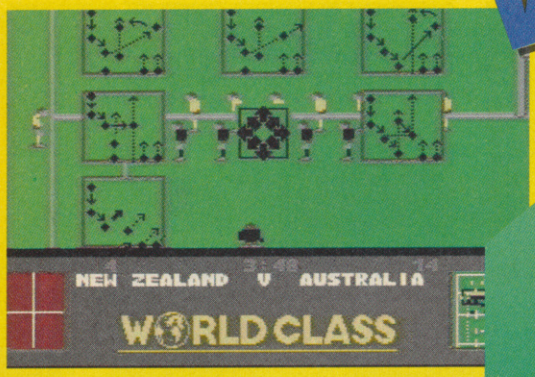
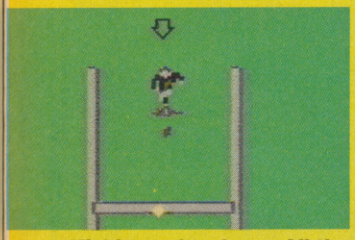
WORLD CLASS RUGBY



Blimey, take your pick of all those tactics.

Joystick waggling ahoy. It's scrum-down time again for all rugger freaks. But is this little thugger as good as the other? Only last month we were thumping the drum for Domark's corking rugby game, which is, it has to be said, a pretty unbeatable mix of rugger action and silicon mayhem. Now Audiogenic have entered the arena with shouts of 'follow that act' a-ringing in their ears. But they've left the tussle as runners up.



Kicking to be clever: All the rules of rugger are here.

You can tweak the game big-time from this options screen.

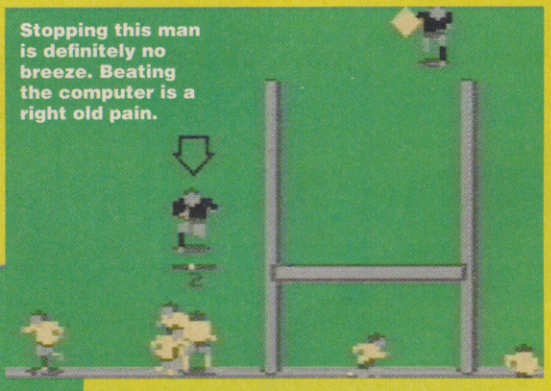
It's not that *World Class Rugby* is a load of old tosh. In fact it's pretty cool in an average sort of way. The problem is that if you have to choose between the two, you'd be well advised to go Domark. It's a shame really, because had this been the only rugby game in the shops, it would undoubtedly be the best of its kind ever.

Anyone who tucked into last month's demo version of this game will already know pretty much what it's all about. But for those of you who didn't buy the last issue (you're mad) – here's a summary.

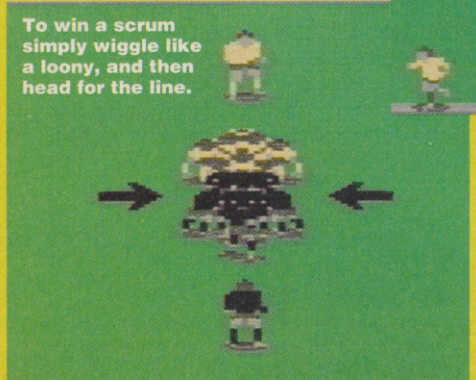
It's an above-but-slightly-angled view of an (ahem) rugby pitch, with thirty decidely un-beefy looking fellas bimbling about. Rugby's often implausible rules are followed religiously, so there's much rucking, scruming, crunching, passing and running to be done. Controls are all intuitive, so you pull back and fire to pass, pull forward and fire to kick and so on. As seems to have become the norm, rucks and scrums are won by waggling the joystick. These are pretty hard to lose but, as we'll see, that's about the only part of the game that's easy.

Getting your ball past the opposition is about as simple as stuffing a pizza up one nostril

Getting your ball past the opposition is about as simple as stuffing a pizza up one nostril and here, I'm afraid, the game falls down quite badly. Now I know I'm not the world's greatest games player, but managing one try in about twenty games does suggest that the skill level of the computer opposition has been set a tad too high. Tackling other players is an absolute nightmare because while they're weaving their way through your defences, all you can do is hope one of your players is close enough to tackle. No doubt a zillion hours of practice would rectify this problem but personally, I'd just as soon spend the rest of my life watching Emmerdale Farm as try and perfect this game.



Stopping this man is definitely no breeze. Beating the computer is a right old pain.



To win a scrum simply wiggle like a loony, and then head for the line.

As a two-player game the improvement is marked because both players can be crap, and still have a good time. But the games never have that real rugby feel to them. It's sort of like rugger, but not really enough like it to be convincing.

Thankfully there are plenty of options available. You can play in a World Cup tournament, league or plain old friendly, and there are other little bits to faff around with, such as skill levels and game-time. But, I'm afraid all these litle tweaks can't stop you wishing that you were playing that other rugby game instead. This must be a disappointment for Audiogenic, as far as timing goes anyway.

COLIN CAMPBELL

Game	**World Class Rugby**
Publisher	**Audiogenic**
Cassette	**£11.99**
Disk	**£15.99**
Release	**Now**
Contact	**081 861 1166**

POWER RATING

THE DOWNERS...

- Tricky computer opposition – computer controlled players are far more agile than you'll ever be.
- Lacks the rhythm of the real thing (unless it's a two-player game, it's just a run from one end of the pitch to the other).
- Unlucky timing means that there's already a better game on the same subject (Domark's *Rugby World Cup*, released last month).

100

55%

- **Follows the rules of the real game very closely (hurrah!).**
- **Special plays defined by on-screen menus which pop up when you need them.**
- **Animation and the kicking guide are both very well done.**
- **Great two-player game.**
- **Loads of options.**

...AND THE UPPERS

0

Tough at the prop – COMMODORE FORMAT, January 1992

This little menu could tempt rich players.

Ah, you'll be the *DD* Bros, then....

And they leave a girl behind on every level.

There's something very strange about the computer game hero. Not content with a nice quiet life of meditation, contemplation and pretty pixel-perfect partners, they seem to fly off the handle at the first opportunity. For instance, if you had just come back from a transcontinental mission of death and destruction, you want a bit of a break, wouldn't you? Of course you would. And it'd take an awful lot to tempt you away from your home sweet home, I bet.

Not so the computer game hero. Take our dynamic Double Dragon duo, Billy and Jimmy. They've barely got their maiming and killing costumes off and into the washing machine before an old hag turns up at the door and tells them to find three Rosetta stones and then go to Egypt. And they do! Just like that! Not only are our heroes too stupid to know that there's only one Rosetta Stone (and it's in the British Museum in London), but they don't even ask for a good reason for their quest before they head off on another global gore-fest. Honestly, some people...

Double Dragon III comes from Storm, who weren't responsible for *Double Dragons I* and *II* (but for the fabby *Swiv* and *Rodland*). This means that the whole program has been completely re-written and is totally different from the earlier *DD*s. *Double Dragon III*'s style and story have been taken from the arcade machine (there's one with all its bits hanging out in the Storm HQ).

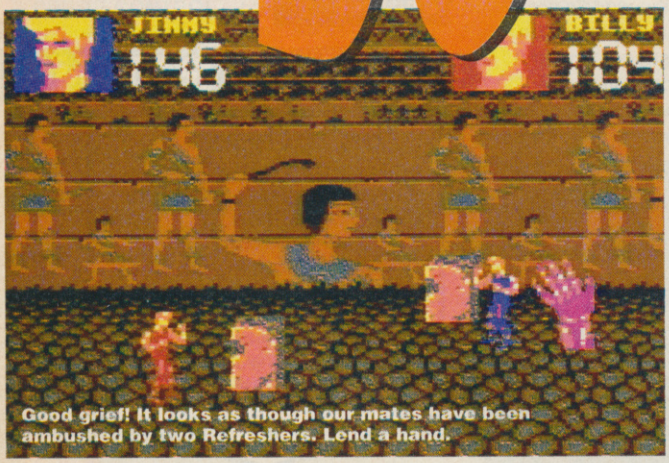
Every detail of the original has been squeezed into the C64 version. The levels are just as huge and the enemies just as mean and multiplicious. The only thing not included in the C64 version was a bit where one of the end-of-level badudes (like baddies but meaner and more hip) rides in on a horse and dismounts – in the C64 version he just walks on and makes with the heavy stuff. The C64 version even has something in it that the arcade machine doesn't – in two-player mode the players can beat the other character up! Not only does this mean that you have to be much more careful in battle but it livens up the quiet bits between bad guys, by letting you fight it out between yourselves!

The backdrops which set the scence for all this murder and mayhem are pretty stunning. Each of the levels captures the feel of the arcade machine adding bucket-loads of atmosphere to the game. Bits the inside of the castle where the players weave between pillars is very slick and the end levels deep inside the pyramid become more sepulchral and foreboding the further down you go.

Unfortunately, you won't have much time to admire the scenery as when the bad guys come they tend to bring their family, all their mates and most of the people they met in the Horse & Hellhound last night.

A convenient place for fights to break out.

Thwock! Bash! Oof! Yeuuugh! Pow! Spam!!

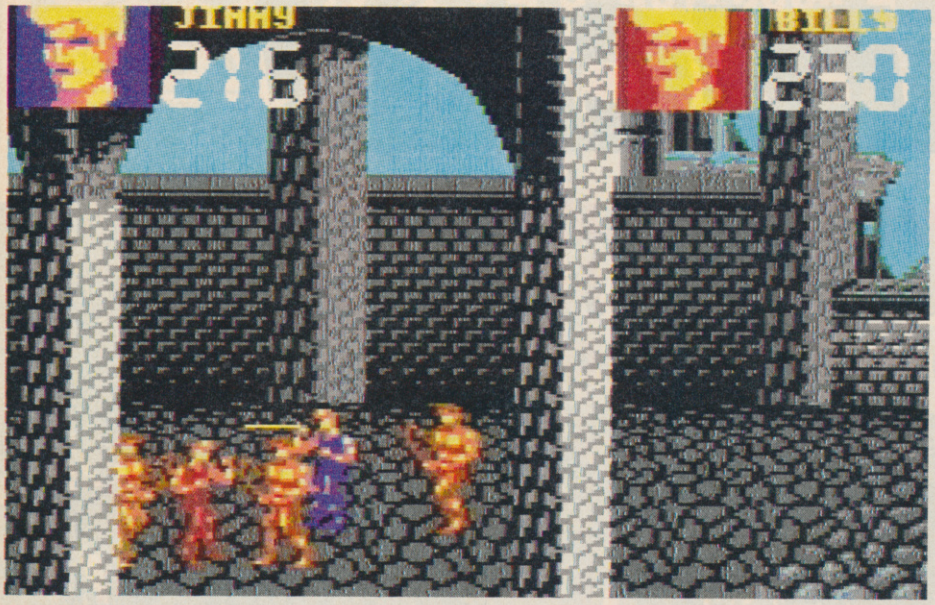


Good grief! It looks as though our mates have been ambushed by two Refreshers. Lend a hand.

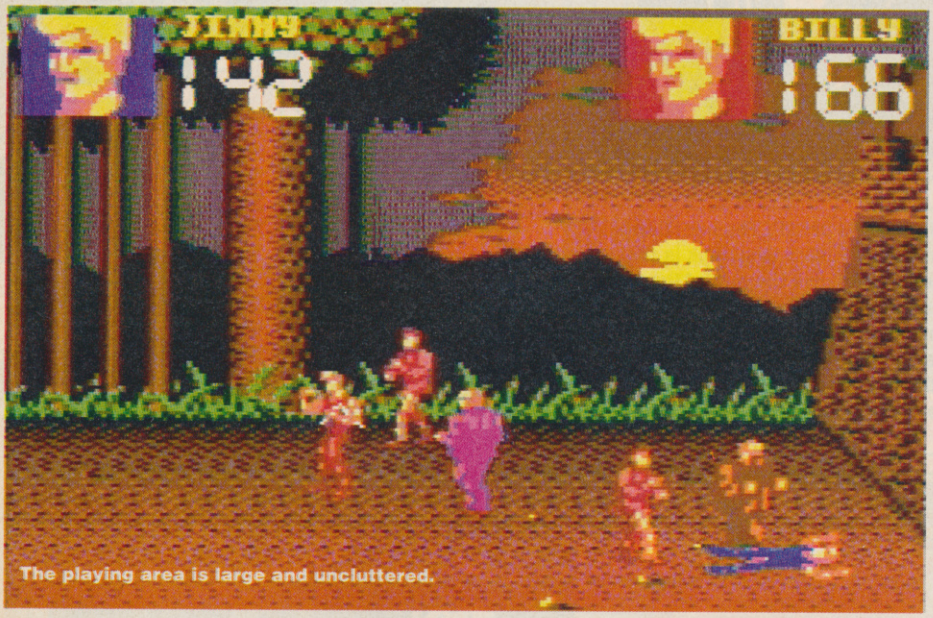
And when they come, they come quickly and with malice aforethought. This is one of the fastest, most frantic beat-'em-ups we've seen for a quite a while. Everything moves fast, even during a two-player game when the meanies are coming thick and fast, there's no jerking, juddering or freeze-framed action. This may scare our heroes but it makes for the kind of frantic fun that fight fans favour. Unfortunately, although the sprites are very fast and funky, they're a bit on the tiny side. In fact they're really very weeny – some of the sprites are barely recognisable from the arcade version and after a while all the different types of bad guy tend to seem like one and the same.

To add spice and variety to the (very, very, long) game, there are also loads of nice touches packed into the gameplay: at the beginning of the first, second, third and sixth levels, there are shops at which you can exchange some of your extra credits for weapons, energy or power. In battle you can run at a wall and spring off making your flying

The shop has high staff turnover...



Two-player pulverising in the deep dungeons of Double Dragon III. The background's strange.



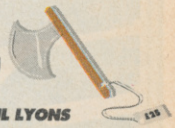
The playing area is large and uncluttered.

Some of the guys you come up against make you look like wimps but you can still beat them.

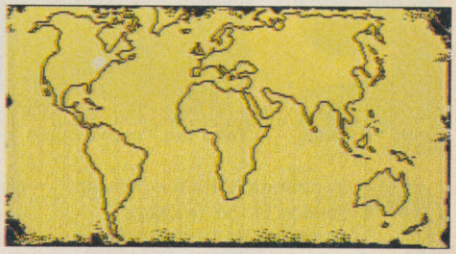
kick even more powerful; in a two-player game you can stand back to back and link arms to give a super-powerful double spinning kick; when – well, part of the fun is noticing all the little touches, so we'll leave it there.

If you liked Billy and Jimmy's first two outings then you should rush out and add their latest quest to your collection. The only thing that stops *Double Dragon III* from being a really great beat-'em-up is the weediness factor of the sprites. But they're fast and formidable.and the combination of lots of long levels and vast hordes of enemies make it a real toughie that'll will tax even the best bashers – in fact it may well be too hard for novice nobblers.

Double Dragon III isn't the kind of ground-breaking gore gala that's going to win over people who don't like the genre. But hard-core beat-'em-up fans who are looking for a big, fast and tough game to test them will find *Double Dragon III* an ideal thrash to while away the long winter nights. This one doesn't take your breath straight away but it's got staying power, lots of it.



PAUL LYONS



Here we go, nunchuckin' all over the world.

Game	Double Dragon III
Publisher	Storm
Cassette	£11.99
Disk	£15.99
Release	Out now
Contact	071 585 3308

POWER RATING

THE DOWNERS...

- The sprites are a bit weeny.
- It's very hard, hard enough to put some people off.
- No save (and it's a long game).

78%

- A fast-movin', smooth scrollin' beat-'em-up of the best kind.
- There are lots and lots of levels to get your teeth into.
- And even more enemies to chop, hack and bash.
- The weapons shops add variety – and firepower.
- The enemies are varied in tactics as well as looks.
- The two-player game is almost a necessity.
- The soundtrack is chunky and effective.
- A great coin-op conversion.

...AND THE UPPERS

100 – – – – – – – – 0

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Colour Option Extra - See Accessories

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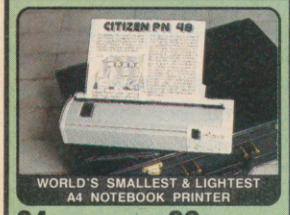

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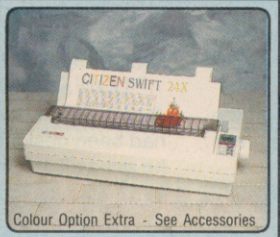

Colour Option Extra - See Accessories

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THE CLYDE GUIDE

In the on-going adventures of two arcade game designers, John and Steve Rowlands continue their diary of a completely bonkers computer game. And this month they reveal a few of their secrets. They must be feeling generous or something...

Wednesday 23rd October

JOHN: I'm working on the snow torture screen (remember?) which has, not surprisingly, got falling snow on it. I coded this last month but have since been unimpressed with the amount of processor time it takes up. So this morning I sifted through the routine and saved a few bytes and a lot of cycles. It's now only a quarter of the time it was and is executed in the borders (where there is no snow), which means there will be no glitches appearing! I achieved this by limiting the number of snowflakes that are processed each 50th of a second.

As there is no visible delay on any of the flakes I added a few more, taking the total from 440 to – wait for it – 720! Yes, it does look cool (well, cold at least).

STEVE: Just to give me a break from the hassles of producing computer games, I put my C128 to one side and got out one of our trusty Amigas. This is because we feel we need some company T-shirts made (as you do) to get the attention of anyone who might recognise us at the World of Commodore Show (not that we need T-shirts to do that!). The Amiga will be used to design the logos on the front and back, after which we will take the photographs of all the different parts, get them enlarged and then transferred onto the T-shirts. This is a time consuming process but should give us some excellent results.

Friday 25th October

JOHN: All the graphics unloaded, together with the latest screen displayed, it's time to split all the sprites needed for the bad guys. Before we start developing a torture screen we plan out what sprites are going where, ensuring that we don't run out. We can only have a maximum of five horizontally, plus

That was not a very good start, fellas.

three player sprites, making it up to eight). They're very valuable.

At the bottom of this screen (codenamed TSC as it was the third screen we created) there is a collection of sprites. That had presented a few problems but we got over it – even so, it was a close run thing.

STEVE: All the photos are taken and now it's just a matter of dropping the film off at the developers. That leaves it for me to get back to work on that good old snow torture screen. More tweaking needs to be done to the character set and background. This has only just become apparent, as John has recently coded the section of screen that requires a lot of sprites split on the same line.

These sprites had to be moved up off the snow platform slightly so they could be there without a glitch. Now they look like they're floating in mid-air, which would be all right if they were balloons or something...

Tuesday 29th October

JOHN: All the bottom of this screen is a freezing cold pond, which has to be crossed by Clyde (of course). There are three platforms to help him across, but should he fall into the icy water he's got to die (no surprises as yet).

We have decided however that the standard death sequence for him isn't really suitable. So we've come up with the idea that once he falls in, he floats back up to the surface in the middle of an ice cube. Nice idea, huh? (What do you mean, 'No'?) Anyway, now most of it is coded it's starting to look pretty cute (you actually feel sorry for poor old Clyde).

STEVE: More tweaking is to be done to some sprites on TSC. The pool of blood that forms under the fuzzy wuzzy when he is lifted off the ground by the Chainsaw Monster had several animations added to it, but only because I had some empty sprites in the bank. Also Mr Chainsaw Monster himself needed some adjusting. When he walks along the platform towards his next fuzzy fatality, the smile on his face drops to make him look sad.

Don't ask me why I had drawn it like that, John had just pointed it out for the first time (it had been designed over a year ago!) So now he grins all the time (not John that is), including when he is massacring that ill fated fuzzy and getting showered in blood.

This looks more promising...

Thursday 31st October

JOHN: With the 'frozen Clyde' death sequence completed I'm onto another death sequence, the one for Clyde's fluffy friend (who is understandably allergic to chain-

saws). This is going to be a large – and dare I say it, complicated – collection of sprite movements, animations and colour routines. So the first thing I've done is make him fall from the rope and land next to Mr Chainsaw. Then he gets up and, realising he is in mortal danger, tries to make a break for it. Obviously, he hasn't got a chance (cue nastily menacing chuckle).

STEVE: I'm now working on the Level Complete music again, which started off well. This must be the third or fourth time I've rewritten it but this version looks (sounds?) like it will be the final one. It's a fair way through now but I'd be tempting fate if I was to say it

Oops, fumble. 'It was you!' 'No, it was you!'

was nearly complete (so I wont!). It suits the part rather well, mind you. And the other three versions won't go to waste. We can use them in nearly any other part of the game (except the Title Screen, Get Ready, Clyde's Death, High Score or the Interlude... but apart from that, any other secion).

Tuesday 5th November

JOHN: The fuzzy death sequence is nearly finished, with just a bit of tweaking needed. Our playtesters seem to like it, together with the snow storm. If I have time after I've completed coding this screen, I may add another 80 snowflakes, taking the total up to 800.

Today I wrote the animation/movement code which causes the death sequence to start. Unfortunately I can't say what it is as this would be giving too many clues to you and I don't want to take all the fun out of the game (if there was any fun in there in the first place). Besides, I'm sure you wouldn't want me to spoil it anyway... Fat chance.

STEVE: You know those photos I was talking about earlier? Well they have now been developed and enlarged. I've started cutting around the well smooth ACP (Apex Computer Productions) logo with a trimming knife. Carefully does it.

Soon, I will be trimming up the 'Totally Awesome' writing and then the little 'Apex Computer Productions' logo which goes on the front of the T-shirt. When all that's done, we'll go to the printers and get it transferred onto our T-shirts.

Thursday 7th November

JOHN: Today we were talking about the interlude graphics (and maybe hidden bonus graphics) which have to go with any snow torture screens. We decided that, seeing as these screens are obviously located near the torture screen on each Island, they should have the same snow 'graphic style'. Then we came up with the idea of having it snow in these parts too! Fifteen minutes of messing around with source code and it was snowing in the Interlude stage as well. As everything was going so well (I'd forgotten how this felt), I thought I'd make the sprites go behind the snow. A little tweaking later... and the snow was falling in front of bad guys and fuzzies, generating a tremendous illusion of depth.

STEVE: This interlude section, as John mentioned, needs new snow graphics. For those of you who know anything about programming the C64, when you switch sprites behind characters the sprites will still go over background colour and multicolour 1 (going under multicolour 2 and character colour). If this effect is used well, it can provide an even better illusion of depth by designing foreground trees in MC2 and CC (so Clyde and buddies go behind) and designing background trees in MC1 and BC. The effect it has on this snow screen, as well as looking mega cool, adds a lot to the gameplay. This is mainly because when you are behind a

Ready or not, here comes another one.

tree you can't see what angle the the Acme Trampoline is at. Cunning, heh?

There is one little problem with it. That screen isn't going to present much of a problem to experienced players, which all of you should be after playing the cover cassette demo to destruction, over the hols! Hope you do, when you get a moment to spare.

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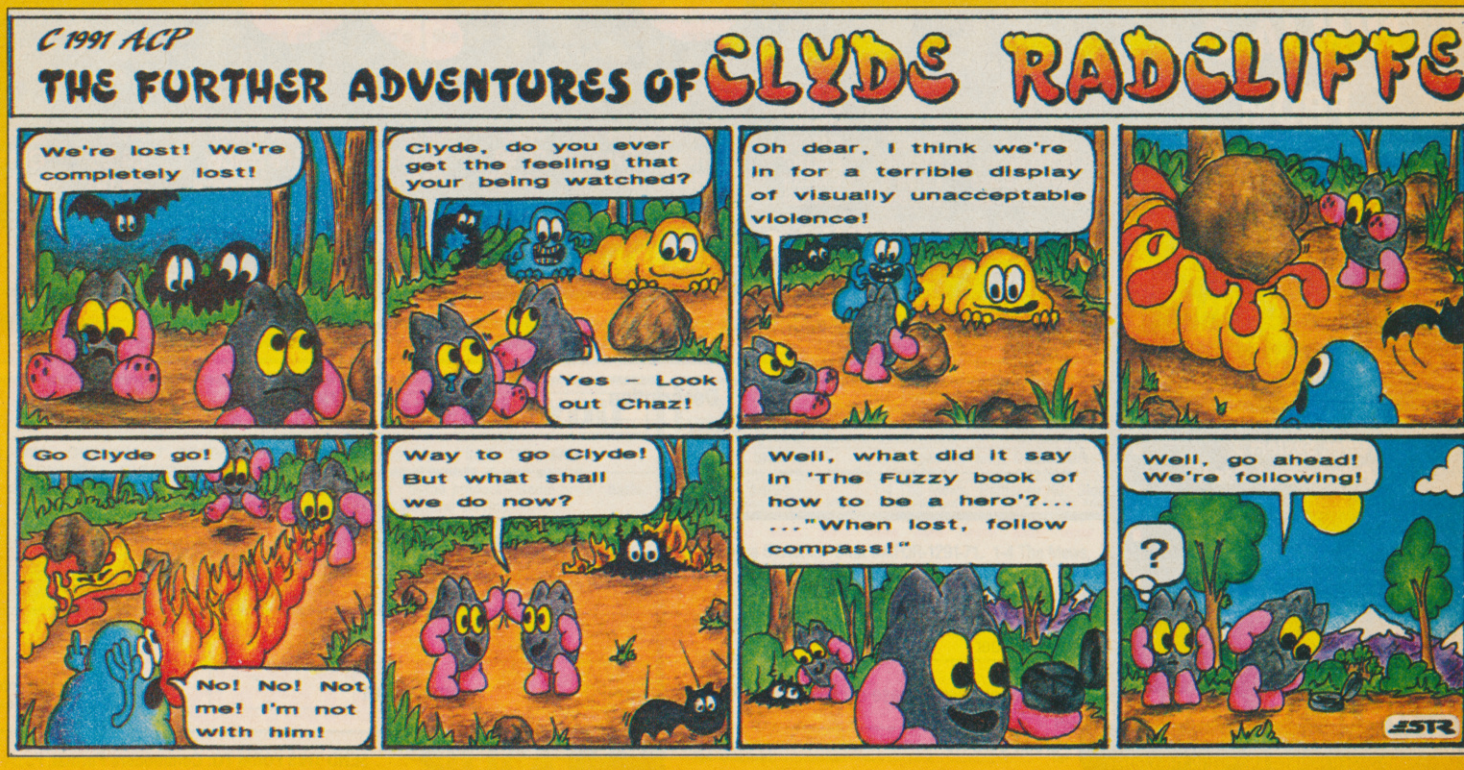

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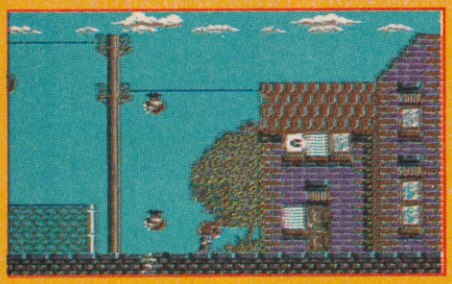
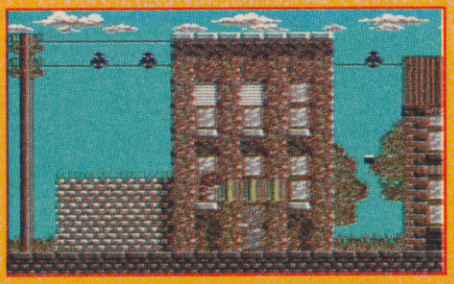
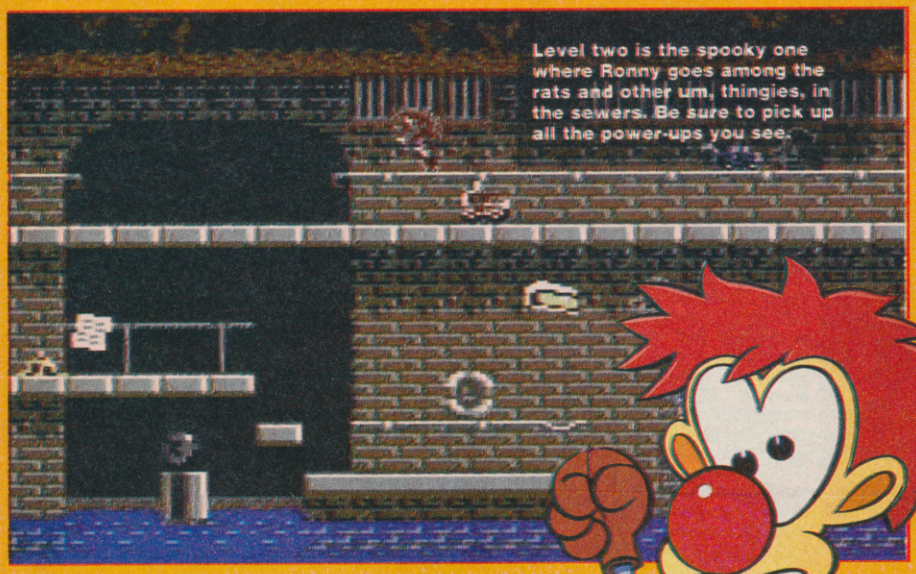
ROLLING



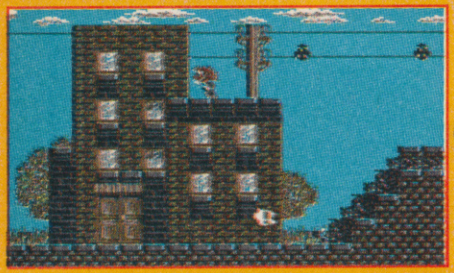
Skating, jumping and generally platforming takes Ronny through the crime-ridden, mean ol' avenues of Fieldington.



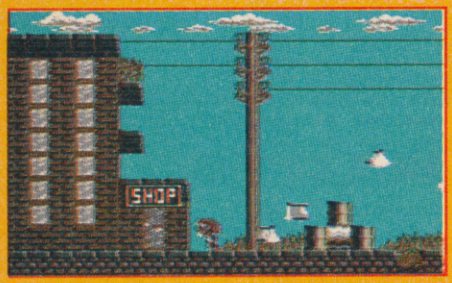
The task is to pick up boxes of stolen goodies (to the right of the screen) and return them to our old chums the police.



Level two is the spooky one where Ronny goes among the rats and other um, thingies, in the sewers. Be sure to pick up all the power-ups you see.



It's a good job our Ron's not scared of heights. The poor chap has to rollerskate along telephone lines...



Important power-ups and other trinkets can be traded at various shops dotted along the fair streets of Fieldington.

Hurrah, Ronnie has cadged a lift in this decidedly un-cool car. You won't 'pull' too many lasses with that one mate.

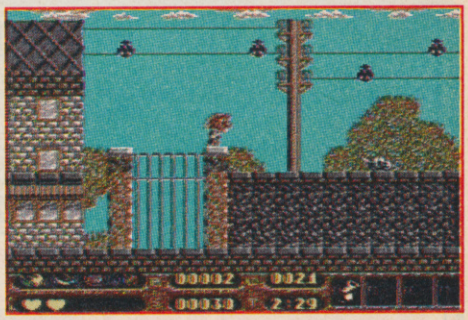
Ronny is an errand boy. Not just any old errand boy, mind you, but a rollerskating errand boy who used to be a circus clown and now doubles as an undercover agent for Scotland Yard. I'm beginning to get a headache already...

The town of Fieldington has been rocked by an audacious jewel robbery. Luckily, the thieves were nabbed before they could escape, but the jewels weren't recovered, having been fiendishly hidden all over the town in small, gaudily-coloured boxes. (Nurse! The aspirins!) In order to avoid an outcry at their security lapse, Scotland Yard hire the (ahem) inconspicuous Ronny to skate around town and retrieve the boxes before news of the theft leaks out and outrages the general public.

In a surreal twist, a recent explosion at the headquarters of the Fieldington Magic Circle has caused some of the local wildlife to become mutated and many of the local drivers to go just a little bit off the rails.

As if all this wasn't enough, stingy old Scotland Yard haven't furnished our hero with an expense account, so in addition to all the jewel-collecting malarkey Ronny has to perform all his usual errand-running duties in order to earn enough money to pay for the bus rides between the various areas of the town where the boxes are hidden. It's not all bad, though, he can also find useful items like smelly cheese, powerful bicycle horns or ultra-dangerous sneeze bombs lying about which can save him from some of the bad guys' worst attacks, or he can buy them in shops using coins he's obtained by throwing various items of fruit at flying books and falling stars.

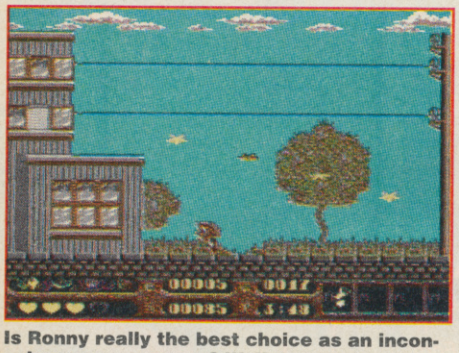
Well, that's enough plot for one lifetime. What it all boils down to in the end is a horizontally-scrolling platform-leaping escapade which has quite a bit in common with *Bart Simpson* (also reviewed in this issue). Ronny skates through nine lengthy



Those heart symbols to the bottom-left of the screen show how much energy Ronny has left. The poor lad looks a tad dicky now.

RONNY

Forget Poirot, Dixon of Dock Green and Robocop – the future of law enforcement is Rolling Ronny – a rollerskating clown-turned-errand-boy with a nose redder than Rudolph's. But can Our Man Ron deliver the goods or will his efforts to produce a good platform puzzler prove to be a mission impossible?



Is Ronny really the best choice as an inconspicuous messenger? Well, have you ever seen him? No? He must be good then.

A job is up for grabs and it's Ronny to the rescue. Jobs don't hang around for long, not even in the imaginary town of Fieldington.

levels avoiding baddies, collecting the tiny jewel boxes, and running backwards and forwards delivering messages to make money for his bus fare. Fieldington is displayed in bright, colourful cartoony graphics accompanied by bouncy music, and the screen scrolls quickly and smoothly.

At first it's all very enjoyable, although not very demanding – apart from the odd car or hard-to-spot hole in the ground there really isn't a lot getting in Ronny's way – with the simple controls and fast-moving play making everything flow along at a fair old rate.

There's a nagging feeling at the back of your mind all the time though, and it's a feeling that there's something missing.

Rolling Ronny is a promising idea which looks fun at first...

Everything you need for a good game seems to be present and correct, but it doesn't quite all gel together properly, that magic gameplay element just isn't there. By the time you get to the second level though, the shallow-but-fun platform action has been replaced to a large extent by a puzzle-based idea, which at its most basic amounts to a simple matter of working out which of the various power-up devices is needed at which point. At a blow this takes most of the pace and enjoyment straight out of the game, leaving a tedious amount of traipsing back and forth over the same old ground discovering by trial and error what the correct course of action to get through each section is in its place. By the time you're halfway through the third level you'll more than likely be wishing you'd never started the whole sorry affair.

And another thing, why is it that all us tape users are always treated like something the programmer stepped in in the street? *Rolling Ronny* comes in three bits at first – the title sequence, the front end, then the first level. If killed in that first level, you have to rewind the tape all the way back to the beginning of the second section and hang around for another two or three minutes while it loads in the first level all over again before you can continue play. This is so unfriendly that I suggest that tape users take 20% off the mark at the bottom of this review, because they'll spend far more time hanging around waiting than they do playing the actual game.

Rolling Ronny is a promising idea which rapidly becomes incredibly boring. I wasted an entire Saturday playing this game when I could have been happily sitting at home watching old black-and-white movies on BBC2 – don't make the same mistake as I did.

STUART CAMPBELL

Game	ROLLING RONNIE
Publisher	Virgin
Cassette	£9.99
Disk	£14.99
Release	Out now
Contact	081 960 2244

POWER RATING

THE DOWNERS...

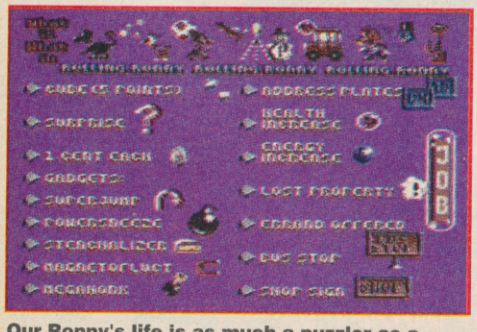
- Very repetitive indeed.
- Lacking in thrills.
- Hellish tape multiload.
- Initially too easy to really get you hooked.
- More of a puzzler than a platformer...
- ...but without the real cerebral pull.
- Depends entirely on the right choice of power ups.
- A waste of a nice idea.

45%

- Pretty enough graphics.
- Reasonable sound effects.
- An 'Interesting' plot.
- Funny manual.
- Levels increase in difficulty, but it's all too late to stop boredom setting in.

...AND THE UPPERS

100 – 0



Our Ronny's life is as much a puzzler as a platform game, with oodles of bonuses and signs to memorise and collect.

Ronnie is really a highly trained operative who knows what he's doing. At least he's enjoying himself.

COMMODORE FORMAT, January 1992 – it do Ron Ron Ron, it do Ron Ron.

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NEXT MONTH

THE HITS JUST KEEP ON COMIN"

Anyone who misses next month's fantabulous issue of *Commodore Format* can consider themselves to be Grade A Chumps. Why? Cos it's going to be packed to the gunwales with reviews of some pretty extraordinary games. Take *First Samurai* for example. Okay, you've seen one of the levels on this month's PowerPack, but there's plenty more where that came from. Publisher Imageworks reckon it's set to become the ultimate beat-'em-up martial arts extravaganza the 64 has ever seen. We'll soon find out.

Then there's *G-Loc* from US Gold. It's been a smash hit at the arcades, but since when did that guarantee a Corker? This one's a speedy high-tech–aircraft–combat–sim. Fingers crossed for something spectacular.

And what else? Well, we're hoping to get our hands on a reviewable copy of *Creatures 2*. We're not promising anything, but with any luck we'll have the chance to review the game we've all been waiting for.

Add to that *Bonanza Bros* and *Mega Twins*, plus a sackful of other possible corkers and you've got an issue which just has to join your collection. But that is not all, folks...

For those of you who enjoy creating things with your 64, we've a review of a new art package called *Saracen Paint*. It's the first arty program for yonks, but is it good enough to topple *OCP Art Studio* as the finest of its genre?

And of course Roger Frames will be hanging around to get his mitts on the latest budget games, The Mighty Brain will be answering more questions, and there are more techy tips coming your way.

All this would be pretty impressive, except that there's even more. So, to get the most out of your 64, be sure to get stuck into the February issue of *Commodore Format*..

CHEAPO GAMES

All right, try this little puzzler..What costs 99 pence, comes to you through the post, and and is just fab all round? Stuck? Well, the answer, madly enough, is C64 games. Instead of forking out a tenner, or even three quid every time you want a new game, you can get your hands on decent games from the Public Domain at prices which are just plain silly.

PD is a cracking little scheme wherein programmers make their work available to you and me, for ludicrously low prices. The thing is, he can't be fussed with all the bother of geting his stuff published properly, so he just bungs it out and says: "Hey, try this for next to nothing". You've got to admit, it's not a bad deal..

In next month's corking *Commodore Format*, PD fiend Dave Golder will be digging into the mountains of C64 PD games for a look at the best (and a few of the real dogs as well). You can find out what are the best games, how much they cost, and where to get them. And, if you like writing your own stuff, you can see how your work can be placed on the Public Domain.

Games aren't the only things that get onto the Public Domain. There's also plenty of serioso stuff as well that can squeeze more out of your 64. Dave will be lifting the lid on all that kit in the following issue.

So, to get in on the PD scene, be sure to pick up next month's *CF*.

MAKE SURE YOU GET WHAT'S COMING TO YOU – *CF* DELIVERED EVERY MONTH!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the February issue, on sale from Thursday 16th January. Thank you.

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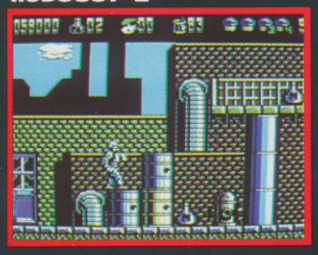

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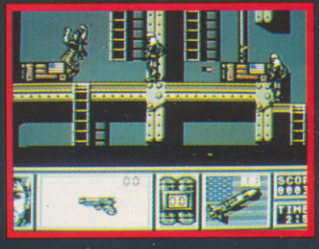

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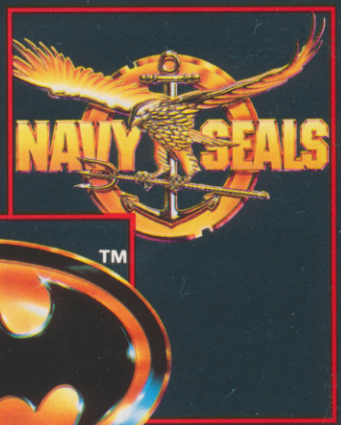

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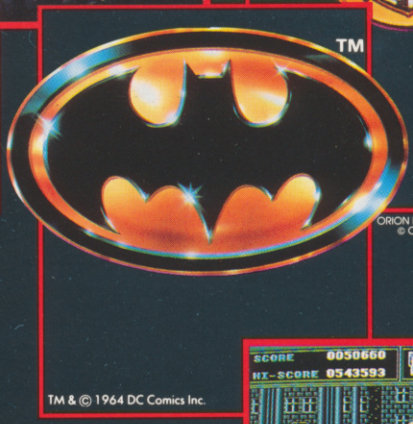

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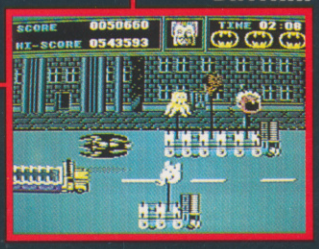

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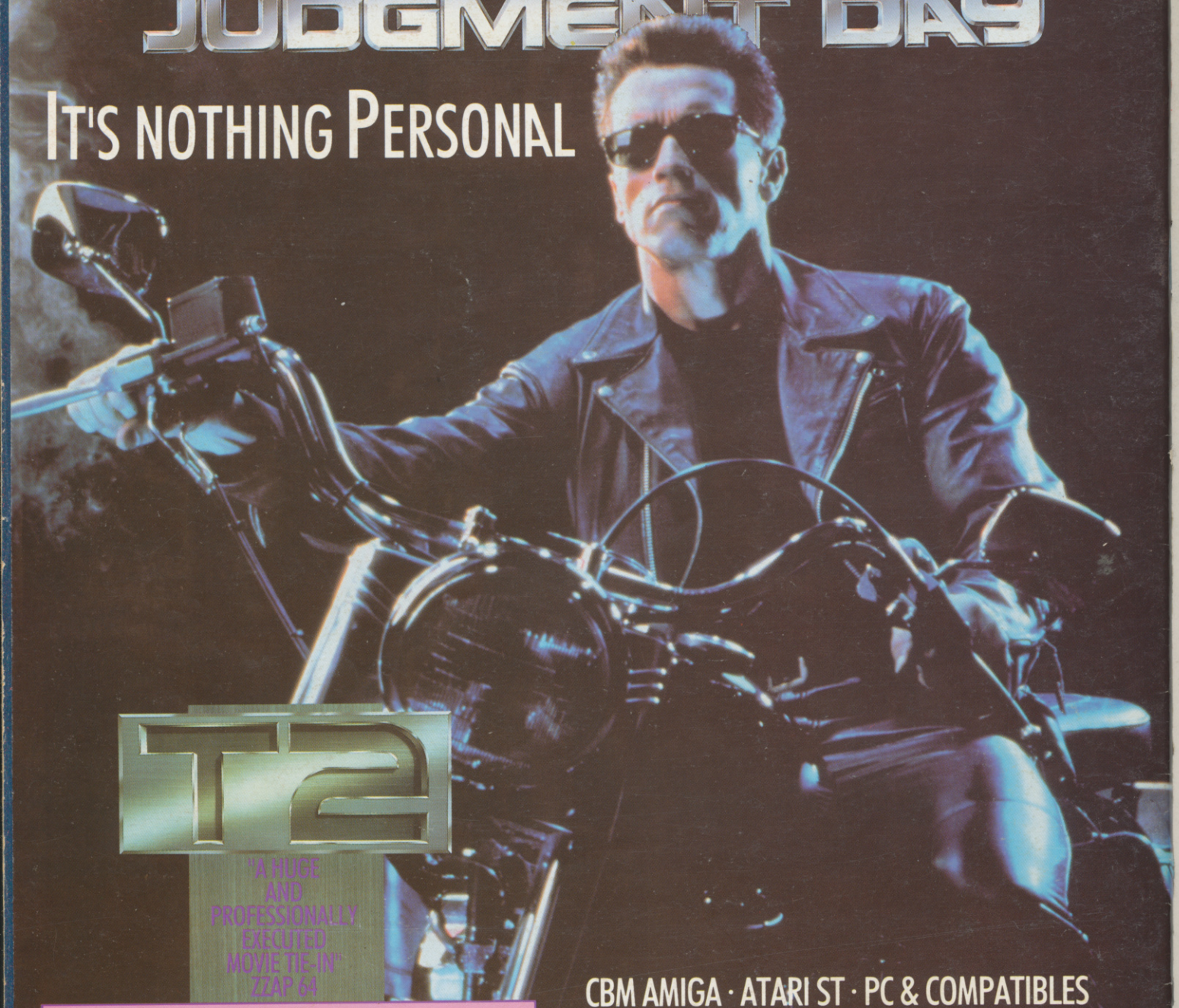

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